

RELEVANT HITS

Dear Examiner Zelaskiewicz:

Attached are the search results for application #10/766,591 "ARBITRATION SERVER AND METHOD OF ARBITRATING ONLINE GAME RESULTS."

This document contains the relevant hits and the entire search (the relevant hits are highlighted in yellow).

If you use Microsoft Word's "FIND" function (Ctrl+F) on the ^ character (shift 6) it will take you to the relevant hits.

If you have any questions, please don't hesitate to call, or e-mail.

Sincerely,

Christian Miner, MLIS
Technical Information Specialist
EIC 3600 - Knox Bldg 4B71
ASRC Management Services
USPTO Contractor
Phone: (571) 272-3010
christian.miner@uspto.gov

COMPLETE SEARCH

~~Patent Literature Abstracts

[File 350] **Derwent WPIX** 1963-2008/UD=200874

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[File 347] **JAPIO** Dec 1976-2008/Feb(Updated 081119)

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; d s
Set      Items      Description
S1        16805      S (ONLINE OR ON()LINE OR INTERNET OR NETWORK???
OR SERVER? ? OR LAN OR MULTIPLAY?? OR MULTI???()PLAYER? ?) (10N)
(GAME? ? OR GAMING)
S2         2016      S (USER? ? OR PLAYER? ? OR GAMER? ? OR MEMBER? ?
OR PERSON OR COMPETITOR? ? OR CONTESTANT? ? OR PARTICIPANT? ? OR
CUSTOMER? ?) (10N) (REGISTRATION OR REGISTER? OR MEMBER? ? OR
ENROL? OR JOIN??? OR ENLIST? OR SIGNUP OR SIGNON OR SIGN???() (UP
OR ON OR IN) OR SUBSCRI?)
S3          117      S ARBITRATION OR ARBITRAT? ? OR RESOLV???
S4          498      S (COMPAR??? OR ANALYZ??? OR CONTRAST??? OR
CORRELAT??? OR EXAMIN??? OR INSPECT??? OR MATCH??? OR
SCRUTINIZ??? OR WEIGH??? OR JUDG??? OR ASSESS??? OR MONITOR???
OR TRACK??? OR EVALUAT??? OR ARBITRAT? OR RECONCIL???) (5N)
(RESULT? ? OR OUTCOME? ? OR SCORE? ? OR AFTERMATH OR CONCLUSION?
?)
S5          979      S (DETERMIN??? OR DECLAR??? OR JUDG??? OR
JUDGMENT? ? OR ACKNOWLEDG??? OR AFFIRM??? OR ANNOUNC??? OR
CERTIFY??? OR CONFIRM??? OR PROCLAIM??? OR PRONOUNC??? OR
RENDER??? OR STAT??? OR VALIDAT???) (5N) (RESULT? ? OR OUTCOME?
? OR SCORE? ? OR WINNER? ? OR WON OR PREVAIL??? OR CHAMP OR
CHAMPION? ? OR CONQUEROR? ? OR PRIZEWINNER? ? OR VICTOR? ?)
S6          90       S (DETERMIN??? OR LOOK??? OR SEE OR FIGUR??? OR
CALCULAT??? OR ANALYZ??? OR EXAMIN??? OR INSPECT??? OR
SCRUTINIZ??? OR JUDG??? OR EVALUAT??? OR RESOLV??? OR
ESTABLISH??? OR ASCERTAIN??? OR ASSESS??? OR CATCH??? OR
CHECK??? OR DETECT??? OR FIND??? OR IDENTIF??? OR SEARCH??? OR
DISCERN??? OR DISCOVER??? OR RECONCIL???) (10N) (INCONSISTENC???
OR DISAGREEMENT? ? OR DISAGREE OR DISSIMILARITY OR DISPARITY OR
VARIANCE OR DEVIATION? ? OR DIFFERENCE? ?)
S7         121      S (TRUST OR CONFIDENCE OR HONEST? ? OR INTEGRITY
OR RELIAB? OR TRUTHFUL OR TRUSTWORTH? OR RELIAB? OR POSITIVE OR
SPORTSMANSHIP OR (GOOD OR BAD)()SPORT) (10N) (RATE? ? OR RATING?
? OR RANK??? OR SCORE? ? OR SCORING OR INDEX OR LEVEL OR STATUS
OR CLASS?? OR CLASSIFICATION OR VALUATION OR ASSESS? OR
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DETERMIN? OR EVALUAT? OR JUDG? OR VALUING OR WEIGHT??? OR SCALE
 OR SCALES OR VOTE OR VOTES OR POINTS OR FEEDBACK)
 S8 294 S (UPDAT? OR UP()DAT??? OR CORRECT??? OR
 REVIS??? OR EMEND? OR AMEND? OR RECTIF? OR REPLACE? OR REPLACING
 OR ENHANC??? OR EDIT?? OR CHANGE? ?) (10N) (RATE? ? OR RATING? ?
 OR RANK??? OR SCORE? ? OR SCORING OR VALUATION OR POINTS)
 S9 26 S AU=(CHEN, L OR CHEN L OR CHEN (1N) (L OR LING
 OR TONY) OR COURAGE, M OR COURAGE M OR COURAGE (1N) (M OR MIKE
 OR MICHAEL) OR BORTNIK, M? OR BORTNIK M? OR BORTNIK (1N) (M OR
 MICHAL))
 S10 2182747 S IC=(H04K OR H04L OR G06F OR G06Q OR A63F)
 S11 2016 S S1 AND S2
 S12 9 S S11 AND S3
 S13 99 S S11 AND S4
 S14 38 S S13 AND S5
 S15 0 S S14 AND S6
 S16 3 S S14 AND (S7 OR S8)
 S17 498 S S1 AND S4
 S18 10 S S17 AND S6
 S19 10 S S18 NOT (S12 OR S16)
 S20 121 S S1 AND S7
 S21 11 S S20 AND S8
 S22 11 S S21 NOT (S12 OR S16 OR S19)
 S23 26 S S9 AND S1
 S24 9 S S23 AND S2

12/5/2 (Item 2 from file: 350) [Links](#)Fulltext available through: [Order File History](#)

Derwent WPIX

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0017419700 & & *Drawing available*

WPI Acc no: 2008-C40139/200818

XRPX Acc No: N2008-192803

System for providing collaboration among devices in mobile adhoc network, has module that performs login, synchronization, data loss recovery, and conflict avoidance and resolution functions

Patent Assignee: SAMSUNG ELECTRONICS CO LTD (SMSU); FAN G (FANG-I); LEUNG N K (LEUN-I)

Inventor: FAN G; LEUNG N K; WEBB R J; GUOXIN F

Patent Family (4 patents, 40 & countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
EP 1876763	A2	20080109	EP 2007111624	A	20070703	200818	B
US 20080039125	A1	20080214	US 2006806582	P	20060705	200818	E
			US 2006610008	A	20061213		
CN 101110740	A	20080123	CN 200710127414	A	20070705	200833	E
KR 2008004342	A	20080109	KR 200750813	A	20070525	200855	E

Priority Applications (no., kind, date): US 2006806582 P 20060705; US 2006610008 A 20061213; KR 200750813 A 20070525

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
EP 1876763	A2	EN	10	3		
Regional Designated States,Original	AL AT BA BE BG CH CY CZ DE DK EE ES FI FR GB GR HR HU IE IS IT LI LT LU LV MC MK MT NL PL PT RO SE SI SK TR YU					
US 20080039125	A1	EN			Related to Provisional	US 2006806582

Alerting Abstract EP A2

NOVELTY - The collaborating system has several wireless computing devices forming a multicast group. A module provided within each device performs login, synchronization, data loss recovery, and conflict avoidance and resolution functions.

DESCRIPTION - An INDEPENDENT CLAIM is also included for device collaboration providing method.

USE - For providing collaboration among multiple wireless computing devices in mobile adhoc network (MANET).

ADVANTAGE - The functions such as logging in, synchronization, recovery from data loss, and conflict avoidance and resolution are enabled without using a server in the MANET, thus enabling to **resolve** unexpected events such as two **players joining** a game attempting to take same position in a login table, one or both might be unable to join.

DESCRIPTION OF DRAWINGS - The figure shows a block diagram of the mobile device.

Title Terms /Index Terms/Additional Words: SYSTEM; DEVICE; MOBILE; NETWORK; MODULE; PERFORMANCE; SYNCHRONISATION; DATA; LOSS; RECOVER; CONFLICT; AVOID; RESOLUTION; FUNCTION

Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
H04B-0007/00	A	I	L	B	20060101
H04B-0007/26	A	I	L		20060101
H04L-0012/18	A	I	L	B	20060101
H04L-0012/28	A	I	F	B	20060101
H04L-0012/28	A	I	F		20060101
H04L-0029/06	A	I	L	B	20060101
H04Q-0007/00	A	I	F	B	20060101
H04B-0007/00	C	I	L	B	20060101
H04B-0007/26	C	I			20060101
H04L-0012/18	C	I	L	B	20060101
H04L-0012/28	C	I	F	B	20060101
H04L-0012/28	C	I			20060101
H04L-0029/06	C	I	L	B	20060101
H04Q-0007/00	C	I	F	B	20060101

ECLA: H04L-012/18D, H04L-012/28W, H04W-088/02

ICO: T04L-012:18W, T04W-084:18, T04W-092:18

US Classification, Current Main: 455-500000

US Classification, Issued: 455500

File Segment: EPI;

DWPI Class: T01; W01

Manual Codes (EPI/S-X): T01-C07C3; T01-F04; T01-N01D5; W01-A06C4; W01-A06E1A

12/5/9 (Item 1 from file: 347) [Links](#)

Fulltext available through: [Order File History](#)

JAPIO

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03667947 **Image available**

COMMUNICATION GAME USING PERSONAL COMPUTER COMMUNICATION SYSTEM

Pub. No.: 04-033047 [JP 4033047 A]

Published: February 04, 1992 (19920204)

Inventor: SHIMOURA TOSHIHARU
OGAWA HIDEO
NAKAI YOSHINORI
FUKUYAMA MAKOTO

Applicant: NIFUTEI KK [000000] (A Japanese Company or Corporation), JP (Japan)

Application No.: 02-134898 [JP 90134898]

Filed: May 24, 1990 (19900524)

International Class: [5] G06F-015/00

JAPIO Class: 45.4 (INFORMATION PROCESSING -- Computer Applications)

JAPIO Keyword: R131 (INFORMATION PROCESSING -- Microcomputers & Microprocessors)

Journal: Section: P, Section No. 1352, Vol. 16, No. 201, Pg. 155, May 14, 1992 (19920514)

ABSTRACT

PURPOSE: To obtain the communication game, to which a **user** performs access with interest, by executing the game by the **subscriber** by using a questionnaire collecting function to collect answers to the contents of questions defined to plural forums by on-line.

CONSTITUTION: The subscriber executes the game by using the questionnaire collecting function to collect the answers to the contents of the questions defined to the plural forums by on-line. For example, when selecting the forum function according to the input (GO FORUM 1) of the subscriber, the condition of the game, next action and key to **resolve** the question or the like are displayed, and the player of the game advances the game while observing the notices of the respective forums. When the forum is completed, the contents of a question file 17 are displayed on the monitor of the subscriber and therefore, the subscriber gives answers with the capacity of answering the questionnaire and completes the game by answering the 'key to **resolve** the question' obtained after going through the respective forums by a questionnaire mechanism 16. Thus, the user can enjoy the **game** by **on-line** and perform the access with interest.

16/5/1 (Item 1 from file: 350) [Links](#)

Fulltext available through: [Order File History](#)

Derwent WPIX

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0015689040 & & *Drawing available*

WPI Acc no: 2006-253119/200626

XRPX Acc No: N2006-216969

Game scholastic evaluation method involves reorganizing teams based on updated ranks of players after predetermined period has elapsed

Patent Assignee: KONAMI CO LTD (KONA-N); KONAMI DIGITAL ENTERTAINMENT KK (KONA-N); KONAMI KK (KONA-N); KONAMI CORP (KONA-N)

Inventor: NOZAKI M

Patent Family (8 patents, 110 & countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
WO 2006030598	A1	20060323	WO 2005JP15001	A	20050817	200626	B
JP 2006081674	A	20060330	JP 2004268597	A	20040915	200626	E
JP 3774465	B2	20060517	JP 2004268597	A	20040915	200634	E
EP 1800722	A1	20070627	EP 2005780505	A	20050817	200743	E

			WO 2005JP15001	A	20050817		
US 20070156267	A1	20070705	WO 2005JP15001	A	20050817	200746	E
			US 2007685749	A	20070313		
KR 2007021319	A	20070222	WO 2005JP15001	A	20050817	200755	E
			KR 2007700961	A	20070115		
CN 101018591	A	20070815	CN 200580031014	A	20050817	200807	E
			WO 2005JP15001	A	20050817		
TW 274600	B1	20070301	TW 2005129516	A	20050829	200816	E

Priority Applications (no., kind, date): JP 2004268597 A 20040915

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
WO 2006030598	A1	JA	51	16		
National Designated States,Original	AE AG AL AM AT AU AZ BA BB BG BR BW BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE EG ES FI GB GD GE GH GM HR HU ID IL IN IS KE KG KM KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NA NG NI NO NZ OM PG PH PL PT RO RU SC SD SE SG SK SL SM SY TJ TM TN TR TT TZ UA UG US UZ VC VN YU ZA ZM ZW					
Regional Designated States,Original	AT BE BG BW CH CY CZ DE DK EA EE ES FI FR GB GH GM GR HU IE IS IT KE LS LT LU LV MC MW MZ NA NL OA PL PT RO SD SE SI SK SL SZ TR TZ UG ZM ZW					
JP 2006081674	A	JA	43			
JP 3774465	B2	JA	25		Previously issued patent	JP 2006081674
EP 1800722	A1	EN			PCT Application	WO 2005JP15001
					Based on OPI patent	WO 2006030598
Regional Designated States,Original	DE ES FR GB IT					
US 20070156267	A1	EN			Continuation of application	WO 2005JP15001
KR 2007021319	A	KO			PCT Application	WO 2005JP15001
					Based on OPI patent	WO 2006030598
CN 101018591	A	ZH			PCT Application	WO 2005JP15001
					Based on OPI patent	WO 2006030598
TW 274600	B1	ZH				

Alerting Abstract WO A1

NOVELTY - The competition is conducted between teams within each rank. The team **result** is **determined** based on accumulation of the game results of player in the team. The **rank** of the player is **updated**, based on the **determined** team **result**. The teams are reorganized, based on **updated ranks** of players after predetermined period has elapsed.

DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

- game scholastic evaluation apparatus; and

- game scholastic evaluation program.

USE - For scholastic evaluation of game e.g. music game in game system.

ADVANTAGE - Enhances players interest in the game effectively.

DESCRIPTION OF DRAWINGS - The figure explains the dispersion state of player after passage of predetermined period. (Drawing includes non-English language text).

Title Terms /Index Terms/Additional Words: GAME; EVALUATE; METHOD; TEAM; BASED; UPDATE; RANK; PLAY; AFTER; PREDETERMINED; PERIOD; ELAPSED

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
A63F-0013/00	A	I	F	V	20060101
A63F-0013/10	A	I	F	B	20060101
G06F-0017/18	A	N	L	V	20060101
G06F-0019/00	A	I	F	B	20060101
G06Q-0030/00	A	I	F	B	20060101
H04L-0012/28	A	N	L	V	20060101
A63F-0013/00	C	I		V	20060101
A63F-0013/10	C	I	L	B	20060101
A63F-0013/10	C	I		B	20060101
A63F-0013/10	C	I	F	B	20060101
G06F-0017/18	C	N		V	20060101
G06F-0019/00	C	I		B	20060101
G06Q-0030/00	C	I		B	20060101
H04L-0012/28	C	N		V	20060101

ECLA: A63F-013/12

ICO: K63F-300:40S, K63F-300:80M

US Classification, Current Main: 700-091000

US Classification, Issued: 70091

File Segment: EngPI; EPI;

DWPI Class: T01; P36

Manual Codes (EPI/S-X): T01-J03; T01-S03

19/5/2 (Item 2 from file: 350) [Links](#)

Fulltext available through: [Order File History](#)

Derwent WPIX

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0017637321 & & *Drawing available*

WPI Acc no: 2008-E57767/200831

XRPX Acc No: N2008-358754

Server apparatus for game machine e.g. slot machine, determines competition result based on count difference during completion of competition, when CPU is in count difference mode

Patent Assignee: ARUZE KK (ARUZ-N)

Inventor: SAKURATANI K

Patent Family (1 patents, 1 & countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
JP 2008079846	A	20080410	JP 2006263466	A	20060927	200831	B

Priority Applications (no., kind, date): JP 2006263466 A 20060927

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes
JP 2008079846	A	JA	20	13	

Alerting Abstract JP A

NOVELTY - A communication unit receives the competition participating signal and number of sheets injected into and discharged out of machine during the process of competition from each **game** machine (1) through an **internet** (100). A CPU subtracts and adds the respective injected number of sheets and discharged number of sheets with respect to count **difference** for every process of competition. The competition result is **determined** based on the count **difference** during the completion of competition, when the CPU is in count difference mode.

USE - **Server** apparatus for **game** machine such as slot machine. Can also be used in pachinko game machine and home video game machine.

ADVANTAGE - The competition result is **determined** based on the count **difference** representing the **difference** of number of sheets injected into the machine and number of sheets discharged out of the machine during the completion of competition. Therefore a fair competition result reflecting skill of each player can be obtained even if the exchange rate of cash and game media such as number of sheets differs between game machines using the count difference during the completion of competition. Hence the fair competition can be held regardless of whether exchange rate differs between game machines.

DESCRIPTION OF DRAWINGS - The drawing shows an explanatory view explaining relationship between **server** apparatus and **game** machine. (Drawing includes non-English language text)

1 Game machines

90 Server apparatus

98 Monitor

99 Keyboard

100 Internet

Title Terms /Index Terms/Additional Words: SERVE; APPARATUS; GAME; MACHINE; SLOT; DETERMINE; COMPETE; RESULT; BASED; COUNT; DIFFER; COMPLETE; CPU; MODE

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
A63F-0013/12	A	I	F	B	20060101
A63F-0005/04	A	I	L	B	20060101
A63F-0013/12	C	I	F	B	20060101
A63F-0005/04	C	I	L	B	20060101

File Segment: EngPI; EPI;

DWPI Class: T01; T05; W04; P36

Manual Codes (EPI/S-X): T01-N01B1; T01-N02A3C; T05-B01; T05-H05E; T05-H08C1; W04-X02A3; W04-X02C

19/5/7 (Item 7 from file: 350) [Links](#)

Fulltext available through: [Order File History](#)

Derwent WPIX

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0014874923 & & *Drawing available*

WPI Acc no: 2005-222652/200523

XRPX Acc No: N2005-183569

Jackpot amount awarding method in e.g. video poker, involves awarding portion of jackpot amount to non-winning players, when player's entry fails to match with outcome of lottery game

Patent Assignee: IGT (IGTI-N); SCI GAMES ROYALTY CORP (SCGA-N)

Inventor: BOZEMAN A K; JUBINVILLE C; ROBB A; ROBB A S

Patent Family (3 patents, 106 & countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20050064930	A1	20050324	US 2003668458	A	20030923	200523	B
WO 2005036328	A2	20050421	WO 2004US27456	A	20040816	200527	E
US 7204756	B2	20070417	US 2003668458	A	20030923	200728	E

Priority Applications (no., kind, date): US 2003668458 A 20030923

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes
US 20050064930	A1	EN	21	8	
WO 2005036328	A2	EN			
National Designated States, Original	AE AG AL AM AT AU AZ BA BB BG BR BW BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE EG ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NA NI NO NZ OM PG PH PL PT RO RU SC				

	SD SE SG SK SL SY TJ TM TN TR TT TZ UA UG US UZ VC VN YU ZA ZM ZW
Regional Designated States,Original	AT BE BG BW CH CY CZ DE DK EA EE ES FI FR GB GH GM GR HU IE IT KE LS LU MC MW MZ NA NL OA PL PT RO SD SE SI SK SL SZ TR TZ UG ZM ZW

Alerting Abstract US A1

NOVELTY - The entries of each player is **compared** with the **outcome** of a lottery game, to determine whether each entry is a winning entry, for providing corresponding prize award to the winning player. A portion of the jackpot amount is awarded to the non-winning players, when the entry fails to **match** with the **outcome** of the lottery game.

USE - For awarding jackpot amount to players, in lottery or casino games such as video poker, Keno, Bingo, video blackjack, slot, Lotto and powerball-style **games** played using lottery terminal connected to **internet**, local area **network** (**LAN**) and wide area network (WAN).

ADVANTAGE - Enables awarding large progressive and non-progressive jackpot amount to the winning and non-winning players, efficiently, thereby potentially increasing the number of players winning the prizes in the lottery game.

DESCRIPTION OF DRAWINGS - The figure shows a schematic view of the lottery ticket used in the lottery game.

500 lottery ticket

502,504,506,508,510,512,514,516 entries

Title Terms /Index Terms/Additional Words: AMOUNT; AWARD; METHOD; VIDEO; POKER; PORTION; NON; WINNING; PLAY; ENTER; FAIL; MATCH; LOTS; GAME

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
A63F-0013/00	A	I		R	20060101
A63F-0003/06	A	I	F	B	20060101
A63F-0013/00	C	I		R	20060101
G06F	S	I		R	20060101
A63F-0003/06	C	I		B	20060101

ECLA: G07F-017/32D

US Classification, Current Main: 463-017000

US Classification, Issued: 46317, 46317, 46325

File Segment: EngPI; EPI;

DWPI Class: T05; P36

Manual Codes (EPI/S-X): T05-F

^ 19/5/8 (Item 8 from file: 350) [Links](#)

Fulltext available through: [Order File History](#)

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0013940205 & & *Drawing available*

WPI Acc no: 2004-120509/200412

XRPX Acc No: N2004-096404

Game results management method for networked gaming device, involves adjusting game parameters, if actual standard deviation of game results is not within predetermined range of desired standard deviation

Patent Assignee: FINCHAM M M (FINC-I); JORASCH J A (JORA-I); SAMMON R P (SAMM-I); WALKER J S (WALK-I)

Inventor: FINCHAM M M; JORASCH J A; SAMMON R P; WALKER J S

Patent Family (1 patents, 1 & countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20040002369	A1	20040101	US 2002378289	P	20020506	200412	B
			US 2003427823	A	20030501		

Priority Applications (no., kind, date): US 2002378289 P 20020506; US 2003427823 A 20030501

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
US 20040002369	A1	EN	45	10	Related to Provisional	US 2002378289

Alerting Abstract US A1

NOVELTY - The actual standard **deviation** of set of results obtained for a game, is **determined** and compared with desired standard **deviation**. The game parameters are adjusted, if the actual standard deviation is not within predetermined range of desired standard deviation.

USE - For game results management in **gaming** device connected to **network** such as local area **network**, wide area network, internet, telephone line, cable line, radio channel optical communication line, satellite communication link, and in gaming arcades.

ADVANTAGE - Facilitates adjustment of the game parameter so that the game results are maintained within predetermined range that is not so wide to discourage novice or low skill players. Thereby improving charm of the game.

DESCRIPTION OF DRAWINGS - The figure shows the flowchart of the game results management process.

Title Terms /Index Terms/Additional Words: GAME; RESULT; MANAGEMENT; METHOD; DEVICE; ADJUST; PARAMETER; ACTUAL; STANDARD; DEVIATE; PREDETERMINED ; RANGE

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
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A63F-0013/12	A	I		R	20060101
G06F-0017/00	A	I		R	20060101
G06F-0019/00	A	I		R	20060101
A63F-0013/12	C	I		R	20060101
G06F-0017/00	C	I		R	20060101
G06F-0019/00	C	I		R	20060101

ECLA: A63F-013/12**US Classification, Current Main:** 463-001000**US Classification, Issued:** 4631

File Segment: EPI;

DWPI Class: T05; W04

Manual Codes (EPI/S-X): T05-H05E; T05-H08C; W04-X02A8

19/5/10 (Item 10 from file: 350) [Links](#)Fulltext available through: [Order File History](#)

Derwent WPIX

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0009591615 & & *Drawing available*

WPI Acc no: 1999-539896/199945

XRPX Acc No: N1999-400077

Computer game play system

Patent Assignee: SEGA ENTERPRISES KK (SEGA-N)

Inventor: LEE H; RI H

Patent Family (4 patents, 2 & countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
WO 1999038590	A1	19990805	WO 1999JP398	A	19990129	199945	B
JP 11539179	X	20000919	JP 1999539179	A	19990129	200050	E
			WO 1999JP398	A	19990129		
US 6475089	B1	20021105	WO 1999JP398	A	19990129	200276	E
			US 1999402090	A	19990929		
JP 2005021712	A	20050127	JP 1999539179	A	19990129	200510	E
			JP 2004262909	A	20040909		

Priority Applications (no., kind, date): JP 199831987 A 19980129

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
WO 1999038590	A1	JA	44	12		
National Designated	JP US					

States,Original						
JP 11539179	X	JA			PCT Application	WO 1999JP398
					Based on OPI patent	WO 1999038590
US 6475089	B1	EN			PCT Application	WO 1999JP398
					Based on OPI patent	WO 1999038590
JP 2005021712	A	JA	19		Division of application	JP 1999539179

Alerting Abstract WO A1

NOVELTY - Upon a request for playing a game, a game machine (2a,2b) connects to and transmits the request to a host computer (3) through a communication line (4a,4b). Information about the opponent is received from the host computer. The computers then connect themselves to each other through the communication line (5a).

USE - Playing games on a computer.

ADVANTAGE - The results of the game are more objectively evaluated.

DESCRIPTION OF DRAWINGS - The drawing shows the play system.

2a,2b game machines

3 host computer

4a,4b communication lines

5a communication line

Title Terms /Index Terms/Additional Words: COMPUTER; GAME; PLAY; SYSTEM

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
A63F-013/00			Main		"Version 7"
A63F-0013/10	A	I	L	R	20060101
A63F-0013/12	A	I	F	R	20060101
A63F-0013/12	A	I		R	20060101
A63F-0013/10	C	I	L	R	20060101
A63F-0013/12	C	I	F	R	20060101
A63F-0013/12	C	I		R	20060101

ECLA: A63F-013/12

ICO: K63F-300:40C, K63F-300:40P, K63F-300:40S

US Classification, Current Main: 463-040000; Secondary: 463-023000, 463-041000, 463-042000, 463-043000, 700-091000, 700-092000, 700-093000

US Classification, Issued: 46340, 46323, 46341, 46342, 46343, 70091, 70092, 70093

File Segment: EngPI; EPI;

DWPI Class: W04; P36

Manual Codes (EPI/S-X): W04-X02C

22/5/1 (Item 1 from file: 350) [Links](#)Fulltext available through: [Order File History](#)

Derwent WPIX

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0017707666 & & *Drawing available*

WPI Acc no: 2008-F28116/200835

XRPX Acc No: N2008-412129

Entropy data i.e. random number, managing method for use in computing system environment, involves scoring entropy data to determine whether data meets or exceeds preset policy score, and developing reputation value of data source

Patent Assignee: NOVELL INC (NOVE-N)

Inventor: THOMAS K E

Patent Family (1 patents, 1 & countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20080046216	A1	20080221	US 2006505134	A	20060816	200835	B

Priority Applications (no., kind, date): US 2006505134 A 20060816

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes
US 20080046216	A1	EN	20	12	

Alerting Abstract US A1

NOVELTY - The method involves scoring entropy data to determine whether the data meets or exceeds a preset policy score. A reputation value of a data source is developed based upon the scoring. Subsequent entropy data is received from the source, and subsequent scoring of the subsequent entropy data is performed using the developed reputation value. The developed reputation value is **updated** based on the subsequent **scoring**. The reputation value of the data source is initialized. A logged **scoring** and reputation value is audited to determine whether a **corrective** action is required.

DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

- a computer-readable medium having a set of instructions to perform a method of managing supplied entropy data in a computing system environment
- a method of managing a supplied set of random bits of ones and zeros from a data source.

USE - Method for managing entropy data i.e. random number, supplied from a data source using a data recipient in a computing system environment, via a computer, personal digital assistant (PDA), camera, scanner, printer, microphone, joy stick, game pad, satellite dish, hand- held device, consumer electronic, minicomputer, computer cluster, main frame computer, and web **server**, for cryptography, science and research, security, military, communication and **gaming** industry applications.

ADVANTAGE - The method contemplates data sources supplying entropy data to the data recipient by improving data scoring, thus ensuring that the entropy data extracted is cryptographically secure

even when the reputation of the provider is low, and hence providing authentication to each of partners.

DESCRIPTION OF DRAWINGS - The drawing shows a diagrammatic view of a computing system environment for managing supplied data.

10 Computing system environment

14 Disk

15, 15` Computing devices

17 Mobile computer

19 Attendant monitor

Title Terms /Index Terms/Additional Words: ENTROPY; DATA; RANDOM; NUMBER; MANAGE; METHOD; COMPUTATION; SYSTEM; ENVIRONMENT; SCORE; DETERMINE; PRESET; DEVELOP; VALUE; SOURCE

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
G06F-0017/18	A	I	F	B	20060101
G06F-0017/18	C	I	F	B	20060101

US Classification, Issued: 702179

File Segment: EPI;

DWPI Class: T01; T04; W02; W04; W07

Manual Codes (EPI/S-X): T01-C05A1; T01-D01; T01-E04; T01-F06; T01-J03; T01-J20; T01-L02E; T01-M06A1A; T01-M06B; T01-M06S; T01-N01B1; T01-S03; T04-G04; T04-G10; W02-J01; W02-J02B2; W02-J03A; W04-D10; W04-X02C; W07-X03

22/5/2 (Item 2 from file: 350) [Links](#)

Fulltext available through: [Order File History](#)

Derwent WPIX

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0017664077 & & *Drawing available*

WPI Acc no: 2008-E80777/200834

XRPX Acc No: N2008-381488

Official result determining method for online game session, involves determining official result for online game session based on function of alleged results reported by computer systems and trust ratings of each player

Patent Assignee: MICROSOFT CORP (MICT)

Inventor: BORTNIK M; CHEN L T; COURAGE M R

Patent Family (1 patents, 1 & countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 7367888	B1	20080506	US 2004766594	A	20040128	200834	B

Priority Applications (no., kind, date): US 2004766594 A 20040128

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes
US 7367888	B1	EN	22	8	

Alerting Abstract US B1

NOVELTY - The method involves automatically establishing a **trust rating** for each player connected to an online **gaming** service and participating in an online **game** session. Alleged results for the **game** session are received from computer systems of **online game** players participating in the **game** session. An official result is determined for the game session based on a function of the alleged results reported by the computer systems and the **trust ratings** of each player participating in the game session as indicated by the game service based on prior involvement in game sessions.

DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

- a memory medium comprising machine executable for determining an official result for an **online game** session
- a **server** computing device for determining an official result for an **online game** session comprising a memory in which machine instructions are stored
- a method for establishing a **trust rating** for a player of an **online game** on a **gaming** service
- a memory medium storing machine readable instructions for establishing a **trust rating** for a player of an **online game** on a **gaming** service.

USE - Method for determining an official result for an **online game** session in a **server** computing device (claimed).

ADVANTAGE - The method determines the official result for the **online game** session based on the function of the alleged results reported by the computer systems and the **trust ratings** of each player participating in the **online game** session as indicated by the **online game** service based on prior involvement in **online game** sessions, thus improving the **trust ratings** of all of the players in the game session.

DESCRIPTION OF DRAWINGS - The drawing shows a flow chart illustrating a logic employed in applying arbitration rules for determining official results and updating data for each player participating in a game session to reflect issues identified in the results reported by game consoles.

Title Terms /Index Terms/Additional Words: OFFICE; RESULT; DETERMINE; METHOD; GAME; SESSION; BASED; FUNCTION; COMPUTER; SYSTEM; RATING; PLAY

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
A63F-0013/00	A	I	F	B	20060101
A63F-0013/00	C	I	F	B	20060101

US Classification, Current Main: 463-042000; Secondary: 463-001000, 463-029000, 463-040000, 463-041000, 463-043000, 709-223000, 709-224000, 709-225000

US Classification, Issued: 46342, 4631, 46329, 46340, 46341, 46343, 709223, 709224, 709225

File Segment: EngPI; EPI;

DWPI Class: T01; W04; P36

Manual Codes (EPI/S-X): T01-J07B; T01-N01A2A; T01-N01B1; W04-X02C

22/5/5 (Item 5 from file: 350) [Links](#)

Fulltext available through: [Order File History](#)

Derwent WPIX

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0016595412

WPI Acc no: 2007-310349/200731

XRPX Acc No: N2007-228050

Cheat preventing method for scoring network game

Patent Assignee: CHENGDU OUPU INFORMATION NETWORK TECHNOL (CHEN-N)

Inventor: FENG K

Patent Family (1 patents, 1 & countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
CN 1838134	A	20060927	CN 200510020576	A	20050325	200731	B

Priority Applications (no., kind, date): CN 200510020576 A 20050325

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes
CN 1838134	A	ZH		0	

CN A

NOVELTY - This invention relates to a cheat preventing method for scoring **network game**.

Wherein, setting the lowest negative **score** value, holding league matches among players with **positive scores**; cumulative **scoring** by game result while calling for the least and most game number to classify the players into C-grade, B-grade, A-grade, and super-grade; meanwhile holding cup matches, setting a certain game number within given time, deciding some results to take PK among players with highest scores, and producing the champion in final by elimination series. Compared with prior art, This invention has great limitation to illegal **scoring** with multiple accounts, and **enhances** fair competition.

Title Terms /Index Terms/Additional Words: CHEAT; PREVENT; METHOD; SCORE; NETWORK; GAME

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
G06F-0019/00	A	I	F	B	20060101
G06F-0019/00	C	I	F	B	20060101

File Segment: EPI;

DWPI Class: T01

Manual Codes (EPI/S-X): T01-N01B1

22/5/6 (Item 6 from file: 350) [Links](#)Fulltext available through: [Order File History](#)

Derwent WPIX

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0016102272 & Drawing available

WPI Acc no: 2006-633898/200666

Related WPI Acc No: 2006-371461; 2006-619715; 2007-523817; 2007-622594; 2007-859317

XRPX Acc No: N2006-510444

Player score update method for use in electronic on-line gaming environment, involves updating mean and variance representing gaussian distribution associated with player who played for fraction of time less than full time of game

Patent Assignee: MICROSOFT CORP (MICT)

Inventor: GRAEPEL T K; HERBRICH R; GRAEPEL T K H

Patent Family (3 patents, 116 & countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20060184260	A1	20060817	US 200541752	A	20050124	200666	B
			US 2005739072	P	20051121		
			US 2006276226	A	20060217		
WO 2007062097	A1	20070531	WO 2006US45159	A	20061121	200736	E
WO 2007098038	A1	20070830	WO 2007US4136	A	20070213	200758	E

Priority Applications (no., kind, date): US 200541752 A 20050124; US 2005739072 P 20051121;
US 2006276226 A 20060217; US 2006561374 A 20061117

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
US 20060184260	A1	EN	36	14	C-I-P of application	US 200541752
					Related to Provisional	US 2005739072
					C-I-P of patent	US 7050868
WO 2007062097	A1	EN				
National Designated States, Original	AE AG AL AM AT AU AZ BA BB BG BR BW BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE EG ES FI GB GD GE GH GM GT HN HR HU ID IL IN IS JP KE KG KM KN KP KR KZ LA LC LK LR LS LT LU LV					

	LY MA MD MG MK MN MW MX MY MZ NA NG NI NO NZ OM PG PH PL PT RO RS RU SC SD SE SG SK SL SM SV SY TJ TM TN TR TT TZ UA UG US UZ VC VN ZA ZM ZW
Regional Designated States,Original	AT BE BG BW CH CY CZ DE DK EA EE ES FI FR GB GH GM GR HU IE IS IT KE LS LT LU LV MC MW MZ NA NL OA PL PT RO SD SE SI SK SL SZ TR TZ UG ZM ZW
WO 2007098038	A1 EN
National Designated States,Original	AE AG AL AM AT AU AZ BA BB BG BR BW BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE EG ES FI GB GD GE GH GM GT HN HR HU ID IL IN IS JP KE KG KM KN KP KR KZ LA LC LK LR LS LT LU LV LY MA MD MG MK MN MW MX MY MZ NA NG NI NO NZ OM PG PH PL PT RO RS RU SC SD SE SG SK SL SM SV SY TJ TM TN TR TT TZ UA UG US UZ VC VN ZA ZM ZW
Regional Designated States,Original	AT BE BG BW CH CY CZ DE DK EA EE ES FI FR GB GH GM GR HU IE IS IT KE LS LT LU LV MC MW MZ NA NL OA PL PT RO SD SE SI SK SL SZ TR TZ UG ZM ZW

Alerting Abstract US A1

NOVELTY - The method involves receiving an outcome of a game between opposing teams, where a player of a team playing for a fraction of a time less than a full time of the game. The score including mean and variance representing a gaussian distribution associated with each player of each team is received. The mean and variance of the short-time played player are updated based on the outcome of the game and the fraction of time played by the player. An indication of the updated mean and variance is provided to the group consisting of the players of both teams.

DESCRIPTION - An **INDEPENDENT CLAIM** is also included for computer readable media storing player **score update** program.

USE - For **updating score** of player in electronic **on-line gaming** environment, physical world **game** such as chess, poker, tennis.

ADVANTAGE - The player's progress can be tracked effectively.

DESCRIPTION OF DRAWINGS - The figure shows a flow diagram of the scoring system.

Title Terms /Index Terms/Additional Words: PLAY; SCORE; UPDATE; METHOD;
ELECTRONIC; LINE; GAME; ENVIRONMENT; MEAN; VARIANCE; REPRESENT; GAUSS;
DISTRIBUTE; ASSOCIATE; FRACTION; TIME; LESS; FULL

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
G06F-0017/00	A	I	L	B	20060101
G06F-0019/00	A	I	F	B	20060101
G06Q-0030/00	A	I	F	B	20060101
G06Q-0090/00	A	I	L	B	20060101
G06F-0017/00	C	I		B	20060101
G06Q-0030/00	C	I	F	B	20060101
G06Q-0030/00	C	I		B	20060101
G06Q-0090/00	C	I		B	20060101

ECLA: G07F-017/32D

US Classification, Current Main: 700-092000

US Classification, Issued: 70092

File Segment: EPI;

DWPI Class: T01; W04

Manual Codes (EPI/S-X): T01-J03; T01-N01B1; T01-S03; W04-X01C3; W04-X02

22/5/7 (Item 7 from file: 350) [Links](#)

Fulltext available through: [Order File History](#)

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0016088084 & & *Drawing available*

WPI Acc no: 2006-619715/200664

Related WPI Acc No: 2006-371461; 2006-633898; 2007-523817; 2007-622594; 2007-859317

XRPX Acc No: N2006-499069

Bayesian scoring method for on-line game e.g. chess, involves receiving scores of players in different teams, in form of Gaussian distribution

Patent Assignee: MICROSOFT CORP (MICT)

Inventor: GRAEPEL T K; HERBRIDGE R; GRAEPEL T K H; HERBRICH R

Patent Family (2 patents, 1 & countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20060178765	A1	20060810	US 200541752	A	20050124	200664	B
			US 2006276184	A	20060216		
US 7376474	B2	20080520	US 2006276184	A	20060216	200834	E

Priority Applications (no., kind, date): US 200541752 A 20050124; US 2006276184 A 20060216

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
US 20060178765	A1	EN	25	9	Continuation of application	US 200541752
					Continuation of patent	US 7050868

Alerting Abstract US A1

NOVELTY - The scores of players of the two teams, are received in the form of a Gaussian distribution including respective means and variances. The means and variances are updated based on a received draw outcome of a game between two teams. An indication of the updated information is provided to the players.

DESCRIPTION - An INDEPENDENT CLAIM is also included for computer readable media storing

instructions for Bayesian scoring method.

USE - For scoring during **on-line game** such as chess, poker and tennis.

ADVANTAGE - The progress and ranking of the players within the gaming environment, can be tracked.

DESCRIPTION OF DRAWINGS - The figure shows a block diagram of scoring system.

Title Terms /Index Terms/Additional Words: BAYESIAN; SCORE; METHOD; LINE; GAME; CHESS; RECEIVE; PLAY; TEAM; FORM; GAUSS; DISTRIBUTE

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
G06F-0019/00	A	I	F	B	20060101
G06F-0019/00	C	I	F	B	20060101

ECLA: G06Q-010/00C, G09B-007/02

ICO: K63B-071:06

US Classification, Current Main: 700-091000, 700-093000; Secondary: 700-091000, 700-092000

US Classification, Issued: 70091, 70093, 70091, 70092

File Segment: EPI;

DWPI Class: T01

Manual Codes (EPI/S-X): T01-N01B1; T01-S03

24/5/2 (Item 2 from file: 350) [Links](#)

Fulltext available through: [Order File History](#)

Derwent WPIX

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0017069085 & & *Drawing available*

WPI Acc no: 2007-784041/200773

XRPX Acc No: N2007-621478

User access providing method for online gaming service's user profile, involves permitting user to access user profile from location, where user profile contains user gaming information received from another location

Patent Assignee: MICROSOFT CORP (MICT)

Inventor: **BORTNIK M**; CHINN K K; FOWLER J C P; JENNINGS C; LAMB S D; RECTOR W R

Patent Family (1 patents, 1 & countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20070173326	A1	20070726	US 2006335960	A	20060120	200773	B

Priority Applications (no., kind, date): US 2006335960 A 20060120

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes
US 20070173326	A1	EN	12	5	

Alerting Abstract US A1

NOVELTY - The method involves creating a user profile for an online **gaming** service in responsive to a **user registration** with the online **gaming** service. The **user** profile is stored in a database, where the user profile contains user gaming information received from a location e.g. personal computer. The user is permitted to access the user profile from another location via a media drive for viewing or editing the user gaming information, where the user gaming information includes one of text information, an image, audio information or video information.

DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

- a system for providing user access to a user profile, comprising a database
- a computer-readable medium comprising a set of instructions for performing a method of providing user access to a user profile.

USE - Used for providing user access to a user profile of an **online gaming** service (claimed).

ADVANTAGE - The method enables the user to store the gamer profile in an efficient and effective manner such that the gamer profile remains accessible to the user regardless of the location from which the user accesses the gamer profile.

DESCRIPTION OF DRAWINGS - The drawing shows a computer network environment.

Title Terms /Index Terms/Additional Words: USER; ACCESS; METHOD; GAME; SERVICE; PROFILE; PERMIT; LOCATE; CONTAIN; INFORMATION; RECEIVE

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
A63F-0009/24	A	I	F	B	20060101
A63F-0009/24	C	I	F	B	20060101

US Classification, Current Main: 463-042000

US Classification, Issued: 46342

File Segment: EngPI; EPI;

DWPI Class: T01; W04; P36

Manual Codes (EPI/S-X): T01-J05B4P; T01-N01B1; T01-N02B1; T01-S03; W04-X02C

24/5/3 (Item 3 from file: 350) [Links](#)

Fulltext available through: [Order File History](#)

Derwent WPIX

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0017069084 & & *Drawing available*

WPI Acc no: 2007-784040/200773

XRPX Acc No: N2007-621477

Player's e.g. gamer player, game achievement comparing method for use in gaming system, involves executing program on game console, and providing unified sign-in combined with mechanism for tracking offline player activity

Patent Assignee: MICROSOFT CORP (MICT)

Inventor: **BORTNIK M**; **CURLEY V H**; **MORGAN H P**; **OKELLEY P W**; **SHEN A T**

Patent Family (1 patents, 1 & countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20070173321	A1	20070726	US 2006335966	A	20060120	200773	B

Priority Applications (no., kind, date): US 2006335966 A 20060120

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes
US 20070173321	A1	EN	15	12	

Alerting Abstract US A1

NOVELTY - The method involves executing a program on a game console in association with a profile associated with a unique player identity. An indicator in the profile is stored where the indicator is indicative of an achievement status for a program played on the **game** console, and partially completed over a **network**. The indicator from a profile associated with another unique **player** identity is accessed over the network. A unified **sign-in** combined with a mechanism for tracking offline **player** activity is provided.

DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

- a system for comparing game achievements
- a computer readable medium having a set of instructions for performing a player game achievement comparing method.

USE - Used for comparing a game achievement across multiple contexts in a gaming system.

ADVANTAGE - The method facilitates to allow comparison of achievements among various games in a gaming environment. The unified **sign-in** combined with the mechanism for tracking offline **player** activity is provided, thus eliminating players from juggling between profiles and accounts, sharing the accounts and profiles with other players, who are unable to accumulated game achievements while playing offline. The method improves a user experience by building reputations, reduces number of memory access cycles, and hence improves processing speed and throughput of the gaming system.

DESCRIPTION OF DRAWINGS - The drawing shows an architecture of player game achievement comparing method.

Title Terms /Index Terms/Additional Words: PLAY; GAME; ACHIEVE; COMPARE; METHOD; SYSTEM; EXECUTE; PROGRAM; CONSOLE; UNIFIED; SIGN; COMBINATION; MECHANISM; TRACK; ACTIVE

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
A63F-0013/00	A	I	F	B	20060101
A63F-0013/00	C	I	F	B	20060101

US Classification, Current Main: 463-040000

US Classification, Issued: 46340

File Segment: EngPI; EPI;

DWPI Class: T01; W04; P36

Manual Codes (EPI/S-X): T01-N01B1; W04-X02C

24/5/4 (Item 4 from file: 350) [Links](#)

Fulltext available through: [Order File History](#)

Derwent WPIX

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0016872554 & & *Drawing available*

WPI Acc no: 2007-587616/200756

XRPX Acc No: N2007-454029

Interaction method for computer based gaming group, involves providing group profile and capability to interact as group across different games within computer based gaming environment for formed group

Patent Assignee: MICROSOFT CORP (MICT)

Inventor: **BORTNIK M**; HANSEN J P; JOHNSON J A; MULTERER B C; O'KELLEY P W;

OKELLEY P W

Patent Family (4 patents, 117 & countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
WO 2007084226	A1	20070726	WO 2006US47326	A	20061211	200756	B
US 20070173324	A1	20070726	US 2006335952	A	20060120	200756	E
AU 2006336232	A1	20070726	AU 2006336232	A	20061211	200864	E
EP 1979867	A1	20081015	EP 2006845254	A	20061211	200868	E
			WO 2006US47326	A	20061211		

Priority Applications (no., kind, date): US 2006335952 A 20060120

Patent Details						
Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
WO 2007084226	A1	EN	39	14		
National Designated States,Original	AE AG AL AM AT AU AZ BA BB BG BR BW BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE EG ES FI GB GD GE GH GM GT HN HR HU ID IL IN IS JP KE KG KM KN KP KR KZ LA LC LK LR LS LT LU LV LY MA MD MG MK MN MW MX MY MZ NA NG NI NO NZ OM PG PH PL PT RO RS RU SC SD SE SG SK SL SM SV SY TJ TM TN TR TT TZ UA UG US UZ VC VN ZA ZM ZW					
Regional Designated States,Original	AT BE BG BW CH CY CZ DE DK EA EE ES FI FR GB GH GM GR HU IE IS IT KE LS LT LU LV MC MW MZ NA NL OA PL PT RO SD SE SI SK SL SZ TR TZ UG ZM ZW					
AU 2006336232	A1	EN			Based on OPI patent	WO 2007084226
EP 1979867	A1	EN			PCT Application	WO 2006US47326
					Based on OPI patent	WO 2007084226
Regional Designated States,Original	AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HU IE IS IT LI LT LU LV MC NL PL PT RO SE SI SK TR					

Alerting Abstract WO A1

NOVELTY - The method involves forming a group of computer based game players based on at least one social interest. A group profile and a capability to interact as a group across different games within the computer based gaming environment are provided for the formed group.

DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

- a system for group interaction within a computer based game environment; and
- a game console.

USE - For computer based **gaming** group interaction. For use in **online gaming**.

ADVANTAGE - Enables reliable interactions between **members** of computer based gaming group to determine if **members** are present, to accumulate and aggregate achievements and statistics pertaining to the group, and to allow group competitions.

DESCRIPTION OF DRAWINGS - The figure shows the flow diagram of the process for computer based gaming group creation and interaction.

Title Terms /Index Terms/Additional Words: INTERACT; METHOD; COMPUTER; BASED; GAME; GROUP; PROFILE; CAPABLE; ENVIRONMENT; FORMING

Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-0009/24	A	I	F	B	20060101
G06Q-0030/00	A	I	F	B	20060101
A63F-0009/24	C	I	F	B	20060101

G06Q-0030/00	C	I		B	20060101
G06Q-0030/00	C	I	F	B	20060101

US Classification, Current Main: 463-042000

US Classification, Issued: 46342

File Segment: EPI;

DWPI Class: T01; W04

Manual Codes (EPI/S-X): T01-N01A2A; T01-N01B1; W04-X02C

24/5/5 (Item 5 from file: 350) [Links](#)

Fulltext available through: [Order File History](#)

Derwent WPIX

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0016870240 & & *Drawing available*

WPI Acc no: 2007-585302/200756

XRPX Acc No: N2007-451905

In-progress on-line game session joining method, involves determining whether game session is one of joinable and not joinable, where choice is made by player to join session if game session is joinable

Patent Assignee: MICROSOFT CORP (MICT)

Inventor: **BORTNIK M**; HANSEN J P; JEN J; O'KELLEY P W; OKELLEY P W; PROTEAU S; SHAW D

Patent Family (5 patents, 117 & countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20070173325	A1	20070726	US 2006335953	A	20060120	200756	B
WO 2007087078	A2	20070802	WO 2006US49642	A	20061229	200756	E
WO 2007087078	A3	20071011	WO 2006US49642	A	20061229	200768	E
AU 2006336517	A1	20070802	AU 2006336517	A	20061229	200864	E
EP 1977382	A2	20081008	EP 2006848377	A	20061229	200868	E
			WO 2006US49642	A	20061229		

Priority Applications (no., kind, date): US 2006335953 A 20060120

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
US 20070173325	A1	EN	27	18		
WO 2007087078	A2	EN				
National Designated States, Original	AE AG AL AM AT AU AZ BA BB BG BR BW BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE EG ES FI GB GD GE GH GM GT HN HR HU ID IL IN IS JP KE KG KM KN KP KR KZ LA LC LK LR LS LT LU LV					

	LY MA MD MG MK MN MW MX MY MZ NA NG NI NO NZ OM PG PH PL PT RO RS RU SC SD SE SG SK SL SM SV SY TJ TM TN TR TT TZ UA UG US UZ VC VN ZA ZM ZW					
Regional Designated States,Original	AT BE BG BW CH CY CZ DE DK EA EE ES FI FR GB GH GM GR HU IE IS IT KE LS LT LU LV MC MW MZ NA NL OA PL PT RO SD SE SI SK SL SZ TR TZ UG ZM ZW					
WO 2007087078	A3	EN				
National Designated States,Original	AE AG AL AM AT AU AZ BA BB BG BR BW BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE EG ES FI GB GD GE GH GM GT HN HR HU ID IL IN IS JP KE KG KM KN KP KR KZ LA LC LK LR LS LT LU LV LY MA MD MG MK MN MW MX MY MZ NA NG NI NO NZ OM PG PH PL PT RO RS RU SC SD SE SG SK SL SM SV SY TJ TM TN TR TT TZ UA UG US UZ VC VN ZA ZM ZW					
Regional Designated States,Original	AT BE BG BW CH CY CZ DE DK EA EE ES FI FR GB GH GM GR HU IE IS IT KE LS LT LU LV MC MW MZ NA NL OA PL PT RO SD SE SI SK SL SZ TR TZ UG ZM ZW					
AU 2006336517	A1	EN			Based on OPI patent	WO 2007087078
EP 1977382	A2	EN			PCT Application	WO 2006US49642
					Based on OPI patent	WO 2007087078
Regional Designated States,Original	AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HU IE IS IT LI LT LU LV MC NL PL PT RO SE SI SK TR					

Alerting Abstract US A1

NOVELTY - The method involves determining whether in-progress **on-line game** session is one of joinable and not joinable. A choice is made by the **player** to **join** the game session if the game session is joinable, where the **player joins** the session by interacting with a **user** interface provided by a game system. The **player** is not required to contact a host prior to **joining** the session. A game session is joinable if slots are available for the player. The player is prevented from inserting a game disc or to launch a game to determine whether the host is joinable.

DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

- a computer-readable medium having instructions to perform a method for joining an in-progress **on-line game** session
- a system comprising a database.

USE - Used for joining an in-progress **on-line game** session of a computer-based, **on-line gaming** that provides an ability for a player to play a game.

ADVANTAGE - The method allows the player to quickly scan all hosts to which the **player** is interested in **joining**.

DESCRIPTION OF DRAWINGS - The drawing shows a block representation of a computer network environment in which aspects of joining an in-progress **on-line game** session are implemented.

Title Terms /Index Terms/Additional Words: PROGRESS; LINE; GAME; SESSION; JOIN; METHOD; DETERMINE; ONE; CHOICE; MADE; PLAY

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
A63F-0009/24	A	I	F	B	20060101
G06Q-0030/00	A	I	F	B	20060101
A63F-0009/24	C	I	F	B	20060101
G06Q-0030/00	C	I		B	20060101
G06Q-0030/00	C	I	F	B	20060101
H04N	S				20060101

US Classification, Current Main: 463-042000**US Classification, Issued:** 46342

File Segment: EngPI; EPI;

DWPI Class: T01; W04; P36

Manual Codes (EPI/S-X): T01-J05B4P; T01-J12; T01-N01B1; W04-X02C

24/5/6 (Item 6 from file: 350) [Links](#)Fulltext available through: [Order File History](#)

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0016870239 & *Drawing available*

WPI Acc no: 2007-585301/200756

XRPX Acc No: N2007-451904

Gaming team e.g. on-line gaming team, interacting e.g. team messaging, and creating method for use in on-line game system, involves providing team specific information observable by members of group of team

Patent Assignee: MICROSOFT CORP (MICT)

Inventor: **BORTNIK M**; HANSEN J P; JOHNSON J A; OKELLEY P W

Patent Family (1 patents, 1 & countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20070173323	A1	20070726	US 2006335951	A	20060120	200756	B

Priority Applications (no., kind, date): US 2006335951 A 20060120

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes
US 20070173323	A1	EN	23	14	

Alerting Abstract US A1

NOVELTY - The method involves forming a group of computer-based game players based on a social interest e.g. family interest. A team of computer-based game **players** is formed based a game related interest, where each **member** of the team is a **member** of a group e.g. social group. A respective team identity is provided for each **member** of the team. Game performance statistics is determined for individual game players of a selected team in accordance with the determined statistics for game **players** of the selected team. Team specific information observable by the **members** of the group is provided.

DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

- a computer-readable medium having a set of instructions for performing a method for computer-based gaming team interaction
- a system for computer-based gaming team interaction.

USE - Used for creating and interacting such as activity related to team membership, team messaging, team presence, team achievements and team statistics, team profiles, administratively managing team, team expiration and team competitions, a **gaming** team e.g. **on-line gaming** social group and team such as group of friends, by a computing system (claimed) such as computer, personal digital assistant (PDA) and **game** console, in an on-line **game** system in a **gaming** environment e.g. computer-based **gaming** environment such as **on-line gaming** environment.

ADVANTAGE - The team specific information observable by the **members** of the group is provided, so that a group and team interaction is enhanced for both user involvement and quality of social interactions among users, thus providing a mechanism for social and cooperative game play, and hence amplifying a social dimension of game play to connect the users to one another, to help the users to build shared commitment to play with each other, to smooth out the path for new users to become empowered participants in a gaming community and to help users to establish group identities within and across games.

DESCRIPTION OF DRAWINGS - The drawing shows a block diagram of a computer network environment.

Title Terms /Index Terms/Additional Words: GAME; TEAM; LINE; INTERACT; MESSAGING; METHOD; SYSTEM; SPECIFIC; INFORMATION; OBSERVE; **MEMBER**; GROUP

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
A63F-0009/24	A	I	F	B	20060101
A63F-0009/24	C	I		B	20060101

US Classification, Current Main: 463-042000

US Classification, Issued: 46342

File Segment: EngPI; EPI;

DWPI Class: T01; W04; P36

Manual Codes (EPI/S-X): T01-J03; T01-M06A5; T01-N01B1; W04-X02C

24/5/7 (Item 7 from file: 350) [Links](#)Fulltext available through: [Order File History](#)

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0016329178 & & *Drawing available*

WPI Acc no: 2007-045347/200705

XRPX Acc No: N2007-031610

Playing system for multi-player computer-based game, has service that maintains aggregation of feedback for multiple users and indication of aggregation read by other users

Patent Assignee: MICROSOFT CORP (MICT)

Inventor: **BORTNIK M**; HANSEN J P; LAMB S D; O'KELLEY P W; OKELLEY P W; HANSEN J; LAMB S; OKELLEY P

Patent Family (8 patents, 112 & countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
WO 2006113809	A2	20061026	WO 2006US14750	A	20060419	200705	B
US 20060247055	A1	20061102	US 2005110017	A	20050419	200705	E
WO 2006113809	A3	20071206				200782	E
EP 1871497	A2	20080102	EP 2006750723	A	20060419	200805	E
			WO 2006US14750	A	20060419		
CN 101160158	A	20080409	CN 200680012867	A	20060419	200845	E
			WO 2006US14750	A	20060419		
KR 2008003353	A	20080107	WO 2006US14750	A	20060419	200855	E
			KR 2007723998	A	20071018		
IN 200708093	P1	20080704	WO 2006US14750	A	20060419	200863	E
			IN 2007DN8093	A	20071019		
JP 2008538318	W	20081023	WO 2006US14750	A	20060419	200872	E
			JP 2008507841	A	20060419		

Priority Applications (no., kind, date): US 2005110017 A 20050419

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes
WO 2006113809	A2	EN	35	13	
National Designated States,Original	AE AG AL AM AT AU AZ BA BB BG BR BW BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE EG ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KM KN KP KR KZ LC LK LR LS LT LU LV LY MA MD MG MK MN MW MX MZ NA NG NI NO NZ OM PG PH PL PT RO RU SC SD SE SG SK SL SM SY TJ TM TN TR TT TZ UA UG US UZ VC VN YU ZA ZM ZW				
Regional Designated	AT BE BG BW CH CY CZ DE DK EA EE ES FI FR GB GH GM GR HU IE				

States,Original	IS IT KE LS LT LU LV MC MW MZ NA NL OA PL PT RO SD SE SI SK SL SZ TR TZ UG ZM ZW					
WO 2006113809	A3	EN				
National Designated States,Original	AE AG AL AM AT AU AZ BA BB BG BR BW BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE EG ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KM KN KP KR KZ LC LK LR LS LT LU LV LY MA MD MG MK MN MW MX MZ NA NG NI NO NZ OM PG PH PL PT RO RU SC SD SE SG SK SL SM SY TJ TM TN TR TT TZ UA UG US UZ VC VN YU ZA ZM ZW					
Regional Designated States,Original	AT BE BG BW CH CY CZ DE DK EA EE ES FI FR GB GH GM GR HU IE IS IT KE LS LT LU LV MC MW MZ NA NL OA PL PT RO SD SE SI SK SL SZ TR TZ UG ZM ZW					
EP 1871497	A2	EN			PCT Application	WO 2006US14750
					Based on OPI patent	WO 2006113809
Regional Designated States,Original	AL AT BA BE BG CH CY CZ DE DK EE ES FI FR GB GR HR HU IE IS IT LI LT LU LV MC MK NL PL PT RO SE SI SK TR YU					
CN 101160158	A	ZH			PCT Application	WO 2006US14750
					Based on OPI patent	WO 2006113809
KR 2008003353	A	KO			PCT Application	WO 2006US14750
					Based on OPI patent	WO 2006113809
IN 200708093	P1	EN			PCT Application	WO 2006US14750
JP 2008538318	W	JA	23		PCT Application	WO 2006US14750
					Based on OPI patent	WO 2006113809

Alerting Abstract WO A2

NOVELTY - A database has multiple user profiles with attributes of multiple users or game players. A service receives input from selected one of the users. The input provides feedback about the reputation of other users. The service maintains aggregation of feedback for another one of the users. The indication of aggregation is read by the other users.

DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

- a method of playing a **multi-player** computer-based **game**; and
- a computer-readable medium bearing computer-readable instructions for playing a **multi-player** computer-based **game**.

USE - For playing **multi-player** computer-based **game**.

ADVANTAGE - Provides richer user experience by providing information about friends, track user achievements and generally measure statistics for game aggregated over the large user community since service aggregates statistics for all users and measure game playing ability by tracking the information for all users of the service. Feedback mechanism improves user experience by building reputations.

DESCRIPTION OF DRAWINGS - The figure shows the explanatory drawing of information gathered to build a user profile.

Title Terms /Index Terms/Additional Words: PLAY; SYSTEM; MULTI; COMPUTER; BASED; GAME; SERVICE; MAINTAIN; AGGREGATE; FEEDBACK; MULTIPLE; USER; INDICATE;

READ

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
A63F-009/24			Main		"Version 7"
A63F-0013/02	A	I	L	B	20060101
A63F-0013/12	A	I	F	B	20060101
A63F-0009/24	A	I	F	B	20060101
A63F-0009/24	A	I	L		20060101
G06Q-0030/00	A	I	F		20060101
A63F-0013/02	C	I		B	20060101
A63F-0013/12	C	I		B	20060101
A63F-0009/24	C	I			20060101
A63F-0009/24	C	I	F	B	20060101
G06Q-0030/00	C	I			20060101

ECLA: G07F-017/32D**US Classification, Current** Main: 463-042000**US Classification, Issued:** 46342

File Segment: EngPI; EPI;

DWPI Class: T01; W04; P36

Manual Codes (EPI/S-X): T01-J30B; T01-S03; W04-X02C

24/5/8 (Item 8 from file: 350) [Links](#)Fulltext available through: [Order File History](#)

Derwent WPIX

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0015900688 & & *Drawing available*

WPI Acc no: 2006-432326/200644

XRPX Acc No: N2006-355198

Unique player identity provision method for use in gaming console, involves storing settings according to in-game profile associated with offline account and attributing user activity to in-game profile

Patent Assignee: MICROSOFT CORP (MICT)

Inventor: ARTHUR E J; ASMI Y B; **BORTNIK M**; CHEN L T; HELM J N; LAMB S D;

MACAULEY J D

Patent Family (1 patents, 1 & countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
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US 20060121992	A1	20060608	US 20046275	A	20041207	200644	B
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Priority Applications (no., kind, date): US 20046275 A 20041207

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes
US 20060121992	A1	EN	13	11	

Alerting Abstract US A1

NOVELTY - A sign-in mechanism is provided for accessing gaming console through in-game profile associated with the unique player identity. The settings are stored according to the in-game profile associated with an offline account. An user activity is attributed to the in-game profile by tracking user activity within offline account.

DESCRIPTION - INDEPENDENT CLAIMS are included for the following:

- computer readable medium storing instructions for providing unique player identity; and
- system for providing unique player identity.

USE - For use in gaming and multimedia devices.

ADVANTAGE - The configuring and tweaking necessary is minimized by selecting in-game profile based on offline account for starting new game or continuing old game after signing in. The time consumption is reduced by avoiding re-creation of profile.

DESCRIPTION OF DRAWINGS - The figure shows a block diagram of the gaming console.

118 module

150 power button

152 eject button

Title Terms /Index Terms/Additional Words: UNIQUE; PLAY; IDENTIFY; PROVISION; METHOD; GAME; CONSOLE; STORAGE; SET; ACCORD; PROFILE; ASSOCIATE; ACCOUNT; USER; ACTIVE

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
G06F-0017/00	A	I	F	B	20060101
G06F-0019/00	A	I	L	B	20060101
G06F-0017/00	C	I	L	B	20060101
G06F-0019/00	C	I	L	B	20060101

ECLA: A63F-013/12, G07F-017/32D

US Classification, Current Main: 463-043000

US Classification, Issued: 46343

File Segment: EPI;
 DWPI Class: T01; W04
 Manual Codes (EPI/S-X): T01-N01B1; T01-N02B1; T01-S03; W04-X02C

24/5/9 (Item 9 from file: 350) [Links](#)
 Fulltext available through: [Order File History](#)
 Derwent WPIX
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0015900686 & & *Drawing available*
 WPI Acc no: 2006-432324/200644
 Related WPI Acc No: 2006-478854
 XRPX Acc No: N2006-355196

Player matching system for online gaming, has service receiving input module to select criteria which include level or social play type desired by user

Patent Assignee: MICROSOFT CORP (MICT)

Inventor: **BORTNIK M**; CHEN L T; HANSEN J P; JOHNSON J A; OKELLEY P W; JERRY A J;
 JOHAN P H; O'KELLEY P

Patent Family (3 patents, 3 & countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20060121990	A1	20060608	US 20047893	A	20041208	200644	B
JP 2006158956	A	20060622	JP 2005312952	A	20051027	200644	E
KR 2006064514	A	20060613	KR 200598446	A	20051019	200674	E

Priority Applications (no., kind, date): US 20047893 A 20041208

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes
US 20060121990	A1	EN	20	13	
JP 2006158956	A	JA	22		

Alerting Abstract US A1

NOVELTY - A database stores several user profiles comprising attributes such as gender, language of several users. A service receiving input module selects criteria which include level or social play type desired by a user and the service matches other users indicating a disposition to play at the selected level or play type.

DESCRIPTION - An INDEPENDENT CLAIM is also included for player matching method.

USE - For use in **online gaming**.

ADVANTAGE - The frequency and quality of interaction with suitable players is increased over time and the user experience is improved by building reputations.

DESCRIPTION OF DRAWINGS - The figure shows a schematic view of the user profile stored in

player matching system.

Title Terms /Index Terms/Additional Words: PLAY; MATCH; SYSTEM; GAME; SERVICE; RECEIVE; INPUT; MODULE; SELECT; CRITERIA; LEVEL; SOCIAL; TYPE; USER

Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-0013/00	A	I	F	B	20060101
A63F-0009/24	A	I	F	B	20060101
G06Q-0030/00	A	I	F	B	20060101
A63F-0013/00	C	I	L	B	20060101
A63F-0009/24	C	I	L	B	20060101

US Classification, Current Main: 463-042000

US Classification, Issued: 46342

File Segment: EngPI; EPI;

DWPI Class: T01; W04; P36

Manual Codes (EPI/S-X): T01-J03; T01-N01B1; T01-N02B1; T01-S03; W04-X02C

~~Patent Literature Full-Text

[File 348] **EUROPEAN PATENTS** 1978-200845

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[File 349] **PCT FULLTEXT** 1979-2008/UB=20081113|UT=20081106

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; d s
Set      Items  Description
S1       10041  S (ONLINE OR ON()LINE OR INTERNET OR NETWORK???
OR SERVER? ? OR LAN OR MULTIPLAY?? OR MULTI???()PLAYER? ?) (5N)
(GAME? ? OR GAMING)
S2       5398   S (USER? ? OR PLAYER? ? OR GAMER? ? OR MEMBER? ?
OR PERSON OR COMPETITOR? ? OR CONTESTANT? ? OR PARTICIPANT? ? OR
CUSTOMER? ?) (10N) (REGISTRATION OR REGISTER? OR MEMBER? ? OR
ENROL? OR JOIN??? OR ENLIST? OR SIGNUP OR SIGNON OR SIGN???() (UP
OR ON OR IN) OR SUBSCRI?)
S3       1352   S ARBITRATION OR ARBITRAT? ? OR RESOLV???
S4       1940   S (COMPAR??? OR ANALYZ??? OR CONTRAST??? OR
CORRELAT??? OR EXAMIN??? OR INSPECT??? OR MATCH??? OR
SCRUTINIZ??? OR WEIGH??? OR JUDG??? OR ASSESS??? OR MONITOR???
OR TRACK??? OR EVALUAT??? OR ARBITRAT? OR RECONCIL???) (5N)
(RESULT? ? OR OUTCOME? ? OR SCORE? ? OR AFTERMATH OR CONCLUSION?
?)
S5       3144   S (DETERMIN??? OR DECLAR??? OR JUDG??? OR
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CERTIFY??? OR CONFIRM??? OR PROCLAIM??? OR PRONOUNC??? OR
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? OR SCORE? ? OR WINNER? ? OR WON OR PREVAIL??? OR CHAMP OR
CHAMPION? ? OR CONQUEROR? ? OR PRIZEWINNER? ? OR VICTOR? ?)
S6       1973   S (DETERMIN??? OR LOOK??? OR SEE OR FIGUR??? OR
CALCULAT??? OR ANALYZ??? OR EXAMIN??? OR INSPECT??? OR
SCRUTINIZ??? OR JUDG??? OR EVALUAT??? OR RESOLV??? OR
ESTABLISH??? OR ASCERTAIN??? OR ASSESS??? OR CATCH??? OR
CHECK??? OR DETECT??? OR FIND??? OR IDENTIF??? OR SEARCH??? OR
DISCERN??? OR DISCOVER??? OR RECONCIL???) (10N) (INCONSISTENC???
OR DISAGREEMENT? ? OR DISAGREE OR DISSIMILARITY OR DISPARITY OR
VARIANCE OR DEVIATION? ? OR DIFFERENCE? ? OR DISCREPANC? OR
PROBLEM? ? OR CHEAT???)
S7       1094   S (TRUST OR CONFIDENCE OR HONEST? ? OR INTEGRITY
OR RELIAB? OR TRUTHFUL OR TRUSTWORTH? OR RELIAB? OR POSITIVE OR
REPUTATION OR SPORTSMANSHIP OR (GOOD OR BAD)()SPORT) (10N)
(RATE? ? OR RATING? ? OR RANK??? OR SCORE? ? OR SCORING OR INDEX
OR LEVEL OR STATUS OR CLASS?? OR CLASSIFICATION OR VALUATION OR

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ASSESS? OR DETERMIN? OR EVALUAT? OR JUDG? OR VALUING OR
WEIGHT??? OR SCALE OR SCALES OR VOTE OR VOTES OR POINTS OR
FEEDBACK)

S8 1799 S (UPDAT? OR UP()DAT??? OR CORRECT??? OR
REVIS??? OR EMEND? OR AMEND? OR RECTIF? OR REPLACE? OR REPLACING
OR ENHANC??? OR EDIT?? OR CHANGE? ?) (10N) (RATE? ? OR RATING? ?
OR RANK??? OR SCORE? ? OR SCORING OR VALUATION OR POINTS)

S9 19 S AU=(CHEN, L OR CHEN L OR CHEN (1N) (L OR LING
OR TONY) OR COURAGE, M OR COURAGE M OR COURAGE (1N) (M OR MIKE
OR MICHAEL) OR BORTNIK, M? OR BORTNIK M? OR BORTNIK (1N) (M OR
MICHAL))

S10 350046 S IC=(H04K OR H04L OR G06F OR G06Q OR A63F)

S11 1309 S S1 (S) S2

S12 15 S S11 (S) S3

S13 9 S S12 (S) (S4 OR S5 OR S6 OR S7 OR S8)

S14 9 IDPAT (sorted in duplicate/non-duplicate order)

S15 9 IDPAT (primary/non-duplicate records only)

S16 56 S S11 (S) S4

S17 15 S S16 (S) S5

S18 6 S S17 (S) S6

S19 3 S S18 NOT S15

S20 9 S S17 NOT S18

S21 9 S S20 NOT S15

S22 89 S S1 (S) S7

S23 17 S S22 (S) S8

S24 11 S S23 NOT (S15 OR S19 OR S21)

S25 0 S S9 (S) S1

S26 19 S S9 AND S10

S27 19 S S26 AND S1

S28 12 S S27 AND S2

S29 1 S S28 AND S3

^ 15/3K/2 (Item 2 from file: 348) [Links](#)

Fulltext available through: [Order File History](#)

EUROPEAN PATENTS

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00948150

GAME APPARATUS, METHOD OF PROCESSING GAME, GAME EXECUTION METHOD, AND GAME SYSTEM

SPIELGERAT, -VERARBEITUNGS- UND -AUSFUHRUNGSMETHODE SOWIE SPIELSYSTEM

APPAREIL DE JEU, PROCEDE DE TRAITEMENT DE JEU, PROCEDE D'EXECUTION DE JEU ET SYSTEME DE JEU

Patent Assignee:

- **Sega Corporation;** (573308)
2-12, Haneda 1-chome, Ohta-ku; Tokyo 144-8531; (JP)
(Proprietor designated states: all)

Inventor:

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- **WASHIO, Manabu**
Sega Enterprises, Ltd. 2-12, Haneda 1-chome; Ohta-ku Tokyo 144; (JP)
- **IZUNO, Hiroyuki**
Sega Enterprises, Ltd. 2-12, Haneda 1-chome; Ohta-ku Tokyo 144; (JP)

Legal Representative:

- **Brown, Kenneth Richard et al (28831)**
R.G.C. Jenkins & Co. 26 Caxton Street; London SW1H 0RJ; (GB)

	Country	Number	Kind	Date	
Patent	EP	872266	A1	19981021	(Basic)
	EP	872266	B1	20050511	
	WO	1998015329		19980416	
Application	EP	97943178		19971009	
	WO	97JP3650		19971009	
Priorities	JP	96268477		19961009	
	JP	97126546		19970516	

Designated States:

DE; ES; FR; GB; IT;

Related Divisions: Patent (Application): (EP 2004027059)

International Patent Class (V7): A63F-013/10**Abstract Word Count:** 102

NOTE: 5

NOTE: Figure number on first page: 5

Type	Pub. Date	Kind	Text
Publication: English			
Procedural: English			
Application: Japanese			
Available Text	Language	Update	Word Count
CLAIMS A	(English)	199843	1609
SPEC A	(English)	199843	16279
CLAIMS B	(English)	200519	1264
CLAIMS B	(German)	200519	1136
CLAIMS B	(French)	200519	1467
SPEC B	(English)	200519	16389
Total Word Count (Document A) 17890			
Total Word Count (Document B) 20256			
Total Word Count (All Documents) 38146			

Specification: ...the game.

An object of the present invention, which has been devised in order to **resolve** the **problems** noted above, is to provide a free-entry **multiple-player** competition **game** system and **game** execution method wherewith other **players** can **join** (enter) a communications-based competitive game at any time, the "between" time between one game...

Specification: ...the game.

An object of the present invention, which has been devised in order to **resolve** the **problems** noted above, is to provide a free-entry **multiple-player** competition **game** system and **game** execution method wherewith other **players** can **join** (enter) a communications-based competitive game at any time, the "between" time between one game...

^15/3K/6 (Item 6 from file: 349) [Links](#)

Fulltext available through: [Order File History](#)

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01063302

REMOTE GAMING MECHANISM

SYSTEME DE JEU A DISTANCE

Patent Applicant/Patent Assignee:

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- **SMART Daniel James**

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Legal Representative:

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	Country	Number	Kind	Date
Patent	WO	200392839	A2-A3	20031113
Application	WO	2003GB1785		20030428
Priorities	GB	20029752		20020429

Designated States: (Protection type is "Patent" unless otherwise stated - for applications prior to 2004)

AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NO, NZ, OM, PH, PL, PT, RO, RU, SD, SE, SG, SK, SL, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VN, YU, ZA, ZM, ZW

[EP] AT; BE; BG; CH; CY; CZ; DE; DK; EE; ES; FI; FR; GB; GR; HU; IE; IT; LU; MC; NL; PT; RO; SE; SI; SK; TR;

[OA] BF; BJ; CF; CG; CI; CM; GA; GN; GQ; GW; ML; MR; NE; SN; TD; TG;

[AP] GH; GM; KE; LS; MW; MZ; SD; SL; SZ; TZ; UG; ZM; ZW;

[EA] AM; AZ; BY; KG; KZ; MD; RU; TJ; TM;

Publication Language: English

Filing Language: English

Fulltext word count: 8598

Claims:

...units participating in the game, either as a challenger or opponent has been adapted to **determine** the **outcome** of a contest, If the communication unit is a challenging communication unit, the communication unit... ..unit may also receive response data from an opponent, The communication unit is configured to **determine** the

outcome of the contest from the two sets of data. If the communication unit is the... preferably transmits the response data to the challenger. Nevertheless, the communication unit is configured to **determine** the **outcome** of the contest using the received challenge data and any contest or response data generated... accordance with the preferred embodiment of the present invention; FIG. 6 illustrates a flowchart for **determining** an **outcome** of a remote game facilitated in accordance with the preferred embodiment of the present invention... invention; FIG. 8 illustrates a message flow diagram between two communication units and an intermediate **gaming server** in accordance with an alternative embodiment of the present invention; FIG. 9 illustrates the known... to participate in a remote game. In addition, the processor 160 has been adapted to **determine** an **outcome** of a game; based on a single received message that includes challenge (or response) data... communication software 140, the gaming software 150 of the second terminal 120 is able to **determine** the **outcome** of the contest by itself. In this regard, the gaming software processes the challenge data... message, together with the response data and implements (acts out) the contest in order to **determine** the **result**. The **result** of the contest is provided to the user, for example displayed on a screen (say... This may be achieved once the gaming software 150 has completed processing the data and **determined** the final **result**. Alternatively, and/or additionally, as the data is being processed, the various stages of the... such as the Battlemail game, which only shows the results - the contest having being- **12 resolved** at a remote server, with only the result of the contest being transmitted to the... account, in order to simply skip to the end of the contest where the final(**determined**) **result** may be displayed. The communication network 130 communicates the response message, transmitted by the communication... software 150 where, in the same manner as above for the second terminal 120, the **result** of the contest may be **determined** and displayed to the user. Referring now to FIG. 2, there is illustrated the

...the details of the other players. Advantageously, a challenger may initiate a contest with unknown **users** who, for example, have expressed/**registered** an interest with the Central **Gaming Server** 710 to participate in such contests. In the context of the Central Gaming Server 710... accepting such a challenge. Any remote communication unit 110, 120 that accepts the challenge, may **determine** the **outcome** of the contest based on the received challenge. The remote communication unit 110, 120 uses... server. This is primarily achieved due to the provision of fewer messages together with the **results** of contests being **determined** by each terminal.(ii) As each game message contains all gaming data, it is not...

19/3K/1 (Item 1 from file: 349) [Links](#)

Fulltext available through: [Order File History](#)
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01615216

COMPUTER BASED GAMING

JEU INFORMATISE

Patent Applicant/Patent Assignee:

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• **ALDERUCCI Dean P**

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Legal Representative:• **MA Rutt et al(agent)**

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10022; US;

	Country	Number	Kind	Date
Patent	WO	200811605	A2-A3	20080124
Application	WO	2007US74039		20070720
Priorities	US	2006459254		20060721
	US	2006459199		20060721

Designated States: (All protection types applied unless otherwise stated - for applications 2004+)

AE; AG; AL; AM; AT; AU; AZ; BA; BB; BG;
BH; BR; BW; BY; BZ; CA; CH; CN; CO; CR;
CU; CZ; DE; DK; DM; DO; DZ; EC; EE; EG;
ES; FI; GB; GD; GE; GH; GM; GT; HN; HR;
HU; ID; IL; IN; IS; JP; KE; KG; KM; KN;
KP; KR; KZ; LA; LC; LK; LR; LS; LT; LU;
LY; MA; MD; ME; MG; MK; MN; MW; MX; MY;
MZ; NA; NG; NI; NO; NZ; OM; PG; PH; PL;
PT; RO; RS; RU; SC; SD; SE; SG; SK; SL;
SM; SV; SY; TJ; TM; TN; TR; TT; TZ; UA;
UG; US; UZ; VC; VN; ZA; ZM; ZW;

[EP] AT; BE; BG; CH; CY; CZ; DE; DK; EE; ES;
FI; FR; GB; GR; HU; IE; IS; IT; LT; LU;
LV; MC; MT; NL; PL; PT; RO; SE; SI; SK;
TR;

[OA] BF; BJ; CF; CG; CI; CM; GA; GN; GQ; GW;
ML; MR; NE; SN; TD; TG;

[AP] BW; GH; GM; KE; LS; MW; MZ; NA; SD; SL;
SZ; TZ; UG; ZM; ZW;

[EA] AM; AZ; BY; KG; KZ; MD; RU; TJ; TM;

Publication Language: English

Filing Language: English

Fulltext word count: 100213

Detailed Description:

...C150 and server C120 are separate devices, typically server C150 does not store any player **tracking** information, which is preferably stored on server C120. Server C150 can also be located in...signal by each signal detection device 602. In various embodiments, this elapsed time may be **determined** based on a Time **Difference** of Arrival (TDOA), or any other suitable technology. As before in the case of signal...

19/3K/3 (Item 3 from file: 349) [Links](#)Fulltext available through: [Order File History](#)

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01055611

PROCESSING DEVICE WITH INTUITIVE LEARNING CAPABILITY

DISPOSITIF DE TRAITEMENT AVEC CAPACITE D'APPRENTISSAGE INTUITIVE

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	Country	Number	Kind	Date
Patent	WO	200385545	A1	20031016
Application	WO	2002US27943		20020830
Priorities	US	2001316923		20010831
	US	2002378255		20020506
	US	2002185239		20020626

Designated States: (Protection type is "Patent" unless otherwise stated - for applications prior to

2004)

AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG,
BR, BY, BZ, CA, CH, CN, CO, CR, CU, CZ,
DE, DK, DM, DZ, EC, EE, ES, FI, GB, GD,
GE, GH, GM, HR, HU, ID, IL, IN, IS, JP,
KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT,
LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ,
NO, NZ, OM, PH, PL, PT, RO, RU, SD, SE,
SG, SI, SK, SL, TJ, TM, TN, TR, TT, TZ,
UA, UG, US, UZ, VN, YU, ZA, ZM, ZW

[EP] AT; BE; BG; CH; CY; CZ; DE; DK; EE; ES;
FI; FR; GB; GR; IE; IT; LU; MC; NL; PT;
SE; SK; TR;

[OA] BF; BJ; CF; CG; CI; CM; GA; GN; GQ; GW;
ML; MR; NE; SN; TD; TG;

[AP] GH; GM; KE; LS; MW; MZ; SD; SL; SZ; TZ;
UG; ZM; ZW;

[EA] AM; AZ; BY; KG; KZ; MD; RU; TJ; TM;

Publication Language: English

Filing Language: English

Fulltext word count: 124153

Detailed Description:

...a and b.

If A is not greater than NS2, the intuition module 315 then **determines** whether the 1 5 **score difference** value A is less than the lower score difference threshold Ns, (step 530). If A... ...and b negative numbers, switch the reward and penalty learning algorithms, or even modify the **outcome evaluation** module 330 to output an **outcome** value,&--O when the selected game move ai is actually successful, and output an outcome...

21/3K/1 (Item 1 from file: 348) [Links](#)

Fulltext available through: [Order File History](#)

EUROPEAN PATENTS

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02384629

System and Method for Providing Collaboration Among a Plurality of Devices in a Mobile AD HOC Network

System und Verfahren zur Ermöglichung der Zusammenarbeit mehrerer Gerate in einem mobilen Ad-hoc-Netzwerk

Systeme et procede pour fournir une collaboration entre une pluralite de dispositifs dans un reseau ad

hoc mobile

Patent Assignee:

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416 Maetan-Dong, Yeongtong-Gu; Suwon-si, Gyeonggi-Do; (KR)
(Applicant designated States: all)

Inventor:

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unknown; unknown; (KR)
- **Leung, Nim K.**
unknown; unknown; (KR)
- **Webb, Ronald J.**
unknown; unknown; (KR)

Legal Representative:

- **Grunecker, Kinkeldey, Stockmair & Schwanhauser Anwaltssozietat (100721)**
Maximilianstrasse 58; 80538 Munchen; (DE)

	Country	Number	Kind	Date	
Patent	EP	1876763	A2	20080109	(Basic)
Application	EP	2007111624		20070703	
Priorities	US	806582	P	20060705	
	US	610008		20061213	
	KR	2070050813		20070525	

Designated States:

AT; BE; BG; CH; CY; CZ; DE; DK; EE; ES;
FI; FR; GB; GR; HU; IE; IS; IT; LI; LT;
LU; LV; MC; MT; NL; PL; PT; RO; SE; SI;
SK; TR;

Extended Designated States:

AL; BA; HR; MK; YU;

IPC	Level	Value	Position	Status	Version	Action	Source	Office
H04L-0012/28	A	I	F	B	20060101	20071024	H	EP

Abstract Word Count: 46

NOTE: 2

NOTE: Figure number on first page: 2

Type	Pub. Date	Kind	Text
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Publication: English

Procedural: English

Application: English

Available Text	Language	Update	Word Count
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CLAIMS A	(English)	200802	1362
SPEC A	(English)	200802	4524
Total Word Count (Document A) 5886			
Total Word Count (Document B) 0			
Total Word Count (All Documents) 5886			

Specification: ...clients, and other centralized control functions.

As an example, if multiple players are playing a **game** on a traditional **LAN**, control of **game**-related functions might be coordinated by one or more **servers**. **Players** might **join** a **game** by logging in to a login **server**. Activities in the **game** might then be controlled by a central server. The central server might maintain a set of tables that keep **track** of current and future players, **scores**, histories, and other **game status** details. The central **server** might also coordinate communication between the players. That is, instead of the players communicating directly...

21/3K/4 (Item 2 from file: 349) [Links](#)

Fulltext available through: [Order File History](#)

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01378814

METHOD, SYSTEM AND COMPUTER PROGRAM PRODUCT FOR PRODUCING, OFFERING AND EXECUTING RECREATIONAL APPLICATION PROGRAMS
PROCEDE, SYSTEME ET PROGRAMME D'ORDINATEUR SERVANT A PRODUIRE, PRESENTER ET EXECUTER DES PROGRAMMES D'APPLICATION RECREATIFS

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• **HANNIKAINEN Marko**

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Legal Representative:

• **BERGGREN OY AB(agent)**

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	Country	Number	Kind	Date
Patent	WO	200658957	A1	20060608
Application	WO	2005FI518		20051130

Priorities	FI	20041563		20041202
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Designated States: (All protection types applied unless otherwise stated - for applications 2004+)

AE; AG; AL; AM; AT; AU; AZ; BA; BB; BG;
BR; BW; BY; BZ; CA; CH; CN; CO; CR; CU;
CZ; DE; DK; DM; DZ; EC; EE; EG; ES; FI;
GB; GD; GE; GH; GM; HR; HU; ID; IL; IN;
IS; JP; KE; KG; KM; KN; KP; KR; KZ; LC;
LK; LR; LS; LT; LU; LV; LY; MA; MD; MG;
MK; MN; MW; MX; MZ; NA; NG; NI; NO; NZ;
OM; PG; PH; PL; PT; RO; RU; SC; SD; SE;
SG; SK; SL; SM; SY; TJ; TM; TN; TR; TT;
TZ; UA; UG; US; UZ; VC; VN; YU; ZA; ZM;
ZW;

[EP] AT; BE; BG; CH; CY; CZ; DE; DK; EE; ES;
FI; FR; GB; GR; HU; IE; IS; IT; LT; LU;
LV; MC; NL; PL; PT; RO; SE; SI; SK; TR;

[OA] BF; BJ; CF; CG; CI; CM; GA; GN; GQ; GW;
ML; MR; NE; SN; TD; TG;

[AP] BW; GH; GM; KE; LS; MW; MZ; NA; SD; SL;
SZ; TZ; UG; ZM; ZW;

[EA] AM; AZ; BY; KG; KZ; MD; RU; TJ; TM;

Publication Language: English

Filing Language: English

Fulltext word count: 8953

Claims:

...and synthesis of a
new lottery and fig. 12 illustrates schematically a composition of a **gaming technology server**
.CONCEPTS AND DESIGNATIONS Fig. 2 illustrates the use of certain concepts and designations
that will... actions 1 5 of which constitute a real-life event 204 in sports (like the **members** of a
soccer team) are designated as "sportsmen". The general designation "third party agents" in... ..but is
not limited to) declaring new games, distributing game-related information like odds, and
announcing results of unravelled subevents as well as the winnings earned by properly placed
bets.OVERVIEW OF... ..reason. After the penalty kick has been delivered, the event model returns
(through a "read **result**" action) to a normal **state** and stows the component routine for possible later
use. In the example described above, information... ..while in state 603 there is received information
604 about a scored goal, the updated **score** of the **match** is transmitted (e.g. to a gaming model) at
step 605, after which follows an... ..principle, including but not being limited to- drawing the
winning lot(s) or otherwise **determining** the correct **result** regularly, with a fixed time interval
between occasions- finding the correct guesses or otherwise **determining** the correct **result** after
a certain triggering subevent has occurred and- updating a list or table of **results** after receiving new
information, and **announcing** the updated list or a part thereof. As illustrated in fig. 7, a gaming

model...emotional response in players than a penalty kick during the very first minutes of a **match** or in a **match** the **score** of which is already clearly in favour of one team. Fig. 9b illustrates schematically the...

21/3K/5 (Item 3 from file: 349) [Links](#)

Fulltext available through: [Order File History](#)

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00997822

PRINCIPAL GUARANTEEING GAME SYSTEM, GAMING METHOD USING THE SAME ON INTERNET AND STORAGE MEDIA FOR THE SAME

SYSTEME DE JEU A GARANTIE DU CAPITAL, METHODE DE JEU REPOSANT SUR LEDIT SYSTEME SUR INTERNET ET SUPPORTS DE MISE EN MEMOIRE DUDIT SYSTEME

Patent Applicant/Inventor:

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	Country	Number	Kind	Date
Patent	WO	200327792	A2-A3	20030403
Application	WO	2002KR1802		20020924
Priorities	KR	200159783		20010926
	KR	200257584		20020923

Designated States: (Protection type is "Patent" unless otherwise stated - for applications prior to 2004)

AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG,
BR, BY, BZ, CA, CH, CN, CO, CR, CU, CZ,
DE, DK, DM, DZ, EC, EE, ES, FI, GB, GD,
GE, GH, GM, HR, HU, ID, IL, IN, IS, JP,
KE, KG, KP, KZ, LC, LK, LR, LS, LT, LU,
LV, MA, MD, MG, MK, MN, MW, MX, MZ, NO,
NZ, OM, PH, PL, PT, RO, RU, SD, SE, SG,
SI, SK, SL, TJ, TM, TN, TR, TT, TZ, UA,
UG, US, UZ, VC, VN, YU, ZA, ZM, ZW

[EP] AT; BE; BG; CH; CY; CZ; DE; DK; EE; ES;

FI; FR; GB; GR; IE; IT; LU; MC; NL; PT;
SE; SK; TR;

[OA] BF; BJ; CF; CG; CI; CM; GA; GN; GQ; GW;
ML; MR; NE; SN; TD; TG;

[AP] GH; GM; KE; LS; MW; MZ; SD; SL; SZ; TZ;
UG; ZM; ZW;

[EA] AM; AZ; BY; KG; KZ; MD; RU; TJ; TM;

Publication Language: English
Filing Language: Korean
Fulltext word count: 7822

Claims:

...game on the internet (10) and increasing or decreasing the game point based on a **result** of the game; **judging** whether the

21/3K/6 (Item 4 from file: 349) [Links](#)

Fulltext available through: [Order File History](#)
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00933154

THE METHOD AND SYSTEM FOR ELECTRONIC COMMERCE SERVICE FOR MUD GAME

PROCEDE ET SYSTEME DE SERVICE DU COMMERCE ELECTRONIQUE POUR DES JEUX DE TYPE MUD

Patent Applicant/Patent Assignee:

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(For all designated states except: US)

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Legal Representative:

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	Country	Number	Kind	Date
Patent	WO	200267178	A1	20020829
Application	WO	2002KR237		20020216
Priorities	KR	20017727		20010216

Designated States: (Protection type is "Patent" unless otherwise stated - for applications prior to 2004)

AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG,
BR, BY, BZ, CA, CH, CN, CO, CR, CU, CZ,
DE, DK, DM, DZ, EC, EE, ES, FI, GB, GD,
GE, GH, GM, HR, HU, ID, IL, IN, IS, JP,
KE, KG, KP, KZ, LC, LK, LR, LS, LT, LU,
LV, MA, MD, MG, MK, MN, MW, MX, MZ, NO,
NZ, OM, PH, PL, PT, RO, RU, SD, SE, SG,
SI, SK, SL, TJ, TM, TN, TR, TT, TZ, UA,
UG, US, UZ, VN, YU, ZA, ZM, ZW

[EP] AT; BE; CH; CY; DE; DK; ES; FI; FR; GB;
GR; IE; IT; LU; MC; NL; PT; SE; TR;

[OA] BF; BJ; CF; CG; CI; CM; GA; GN; GQ; GW;
ML; MR; NE; SN; TD; TG;

[AP] GH; GM; KE; LS; MW; MZ; SD; SL; SZ; TZ;
UG; ZM; ZW;

[EA] AM; AZ; BY; KG; KZ; MD; RU; TJ; TM;

Publication Language: English

Filing Language: Korean

Fulltext word count: 11614

English Abstract:

...to a system and method for electronic commerce by using a mud game and a **game** item based on **Internet**. According to the present invention, steps include receiving an item purchase request comprising a **member's** identification and an item identification from a game **user**, receiving settlement information for settling an item purchase money, transmitting a settlement request comprising the settlement information to a card company and a settlement agency, receiving a settlement **result** corresponding to the settlement request, **judging** whether or not the settlement **result** is normal, and if the settlement is normal, then storing a purchase record corresponding to...
...item identification at a purchase statement database, and transmitting an item purchase information to the **game server**, wherein the **game server** stores the item purchase information to a purchase item database.

21/3K/7 (Item 5 from file: 349) [Links](#)

Fulltext available through: [Order File History](#)

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00860467

METHODS FOR ADVERTISING ITEMS USING MULTI USER GRAPHIC GAME OVER A NETWORK

PROCEDES POUR FAIRE DE LA PUBLICITE POUR DES OBJETS, PAR UTILISATION D'UN JEU GRAPHIQUE MULTI-UTILISATEURS SUR UN RESEAU

Patent Applicant/Inventor:

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	Country	Number	Kind	Date
Patent	WO	200193146	A1	20011206
Application	WO	2001KR936		20010601
Priorities	KR	200029977		20000601

Designated States: (Protection type is "Patent" unless otherwise stated - for applications prior to 2004)

AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG,
BR, BY, BZ, CA, CH, CN, CR, CU, CZ, DE,
DK, DM, DZ, EE, ES, FI, GB, GD, GE, GH,
GM, HR, HU, ID, IL, IN, IS, JP, KE, KG,
KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV,
MA, MD, MG, MK, MN, MW, MX, MZ, NO, NZ,
PL, PT, RO, RU, SD, SE, SG, SI, SK, SL,
TJ, TM, TR, TT, TZ, UA, UG, US, UZ, VN,
YU, ZA, ZW

[EP] AT; BE; CH; CY; DE; DK; ES; FI; FR; GB;
GR; IE; IT; LU; MC; NL; PT; SE; TR;

[OA] BF; BJ; CF; CG; CI; CM; GA; GN; GW; ML;
MR; NE; SN; TD; TG;

[AP] GH; GM; KE; LS; MW; MZ; SD; SL; SZ; TZ;
UG; ZW;

[EA] AM; AZ; BY; KG; KZ; MD; RU; TJ; TM;

Publication Language: English

Filing Language: Korean

Fulltext word count: 4070

English Abstract:

A method for advertising items using a multi-user graphic **game** over the **Internet** is disclosed. The method comprises the steps of having a **user** become a **member**; selecting a character for playing a game according to a game scenario and selecting a... ..to execute an event and increasing a level and granting an item according to the **judgment result**; **analyzing** user's consumption propensity and granting an event according to the analyzed consumption propensity; determining...

Claims:

...whether to execute an event and increasing
a level and granting an item according the **judgment result**;(iv) **analyzing** the user's consumption propensity and granting an event according to the analyzed consumptionpropens...

24/3K/2 (Item 2 from file: 348) [Links](#)

Fulltext available through: [Order File History](#)

EUROPEAN PATENTS

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02351102

**GAME TERMINAL DEVICE, GAME MANAGEMENT SYSTEM, AND GAME
MANAGEMENT METHOD**

SPIELENDEGERAT, SPIELVERWALTUNGSSYSTEM UND
SPIELVERWALTUNGSVERFAHREN

DISPOSITIF TERMINAL DE JEU, SYSTEME DE GESTION DE JEU ET METHODE DE
GESTION DE JEU

Patent Assignee:

- **Konami Digital Entertainment Co., Ltd.;** (8000600)
7-1, Akasaka 9-chome; Minato-kuTokyo 107-8324; (JP)
(Applicant designated States: all)

Inventor:

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(JP)
- **NAGATOMO, Yasuyuki**
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(JP)

Legal Representative:

• **Muller-Bore & Partner Patentanwälte (100651)**

Grafinger Strasse 2; 81671 Munchen; (DE)

	Country	Number	Kind	Date	
Patent	EP	1987865	A1	20081105	(Basic)
	WO	2007094215		20070823	
Application	EP	2007708156		20070207	
	WO	2007JP52117		20070207	
Priorities	JP	200638862		20060216	

Designated States:

DE; FR; GB; IT;

Extended Designated States:

AL; BA; HR; MK; YU;

IPC	Level	Value	Position	Status	Version	Action	Source	Office
A63F-0013/00	A	I	F	B	20060101	20070920	H	EP
A63F-0013/12	A	I	L	B	20060101	20070920	H	EP

Abstract Word Count: 127

NOTE: 4

NOTE: Figure number on first page: 4

Type	Pub. Date	Kind	Text
------	-----------	------	------

Publication: English

Procedural: English

Application: Japanese

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200845	664
SPEC A	(English)	200845	12271
Total Word Count (Document A) 12935			
Total Word Count (Document B) 0			
Total Word Count (All Documents) 12935			

Specification: ...transmission of the game result to a host by turning a power switch of the **game** device off or shutting a **network** cable off to forcibly end (unusual end) the game during the game in the shop. In the case of such hindrance to the transmission of the **game** result to the central **server**, the ranking of the player having done such an action is hardly lowered in the end. Accordingly, the game result is not **correctly** reflected on the **ranking**, making a fair **ranking** process or its display impossible, wherefore the **ranking** becomes unfair to **honest** players.

There can be also thought a method for monitoring an occurrence of unusual end...

^24/3K/4 (Item 4 from file: 348) [Links](#)

Fulltext available through: [Order File History](#)

EUROPEAN PATENTS

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01569149

Device, method and program storage medium for a game

Verfahren, Vorrichtung und Programmspeicher für ein Spiel

Procédé, dispositif et moyen de stockage de programme pour un jeu

Patent Assignee:

- **Konami Corporation**; (3072833)
4-1, Marunouchi 2-chome; Chiyoda-ku, Tokyo; (JP)
(Applicant designated States: all)

Inventor:

- **Okita, Katsunori**
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- **Shibamiya, Masakazu**
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- **Makiishi, Takashi**
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Legal Representative:

- **Muller-Bore & Partner Patentanwälte (100651)**
Grafinger Strasse 2; 81671 München; (DE)

	Country	Number	Kind	Date	
Patent	EP	1304150	A1	20030423	(Basic)
Application	EP	2002023022		20021015	
Priorities	JP	2001319866		20011017	
	JP	2001321250		20011018	
	JP	2001367596		20011130	
	JP	2001401845		20011228	

Designated States:

GB;

Extended Designated States:

AL; LT; LV; MK; RO; SI;

International Patent Class (V7): A63F-013/12; G07F-017/32**Abstract Word Count:** 138**NOTE:** 8**NOTE:** Figure number on first page: 8

Type	Pub. Date	Kind	Text
Publication: English Procedural: English Application: English			
Available Text	Language	Update	Word Count
CLAIMS A	(English)	200317	1055
SPEC A	(English)	200317	18018
Total Word Count (Document A) 19073			
Total Word Count (Document B) 0			
Total Word Count (All Documents) 19073			

Specification: ...area 522 reaches '0'.

Returning to the flow chart shown in Fig. 18, if the **determination** in step ST111 is **positive**, it is **determined** whether or not the game has ended (step ST117). If this determination is negative, the...
...positive, game end information indicating that the game has ended is sent to the center **server**
device 3, and the **game** finish order is determined by the performance determination unit 161b (step
ST119). A certain number... ..it is determined by the rank determination unit 161f whether or not the
player's **rank** has **changed** to '1st) degree master' through comparison of the player's new rank and
the player... ..previous game) stored in the rank storage unit 162a. (step ST123). Where the player's
rank has not **changed** to '1st) degree master', an item display screen omitted from the drawings that
shows the...

24/3K/5 (Item 1 from file: 349) [Links](#)

Fulltext available through: [Order File History](#)

PCT FULLTEXT

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01695592

METHODS, SYSTEMS, AND COMPUTER PROGRAM PRODUCTS FOR DETERMINING AN INTEGRITY MEASURE OF A GAME USER USING DYNAMICALLY GENERATED DATA EVENTS

METHODES, SYSTEMES ET PROGRAMMES INFORMATIQUES PERMETTANT D'EFFECTUER UNE MESURE D'INTEGRITE DE L'UTILISATEUR D'UN JEU EN UTILISANT DES EVENEMENTS DE DONNEES PRODUITS DYNAMIQUEMENT PERFORMANCES

Patent Applicant/Patent Assignee:

• I A STUDIOS LLC

260 James Jackson Avenue, Cary, NC 27513; US; US (Residence); US (Nationality); (For all designated states except: US)

Patent Applicant/Inventor:

• LINEBERGOR William Brad

200 Evert Drive, Cary, NC 27511; US; US (Residence); US (Nationality); (Designated only for: US)

Legal Representative:• **HUNT Gregory A(agent)**

Jenkins, Wilson, Taylor & Hunt, P.A., Suite 1200, University Tower, 3100 Tower Boulevard,
Durham, NC 27707; US;

	Country	Number	Kind	Date
Patent	WO	200891642	A2-A3	20080731
Application	WO	2008US888		20080123
Priorities	US	2007881944		20070123
	US	2007906209		20071001

Designated States: (All protection types applied unless otherwise stated - for applications 2004+)

AE; AG; AL; AM; AO; AT; AU; AZ; BA; BB;
BG; BH; BR; BW; BY; BZ; CA; CH; CN; CO;
CR; CU; CZ; DE; DK; DM; DO; DZ; EC; EE;
EG; ES; FI; GB; GD; GE; GH; GM; GT; HN;
HR; HU; ID; IL; IN; IS; JP; KE; KG; KM;
KN; KP; KR; KZ; LA; LC; LK; LR; LS; LT;
LU; LY; MA; MD; ME; MG; MK; MN; MW; MX;
MY; MZ; NA; NG; NI; NO; NZ; OM; PG; PH;
PL; PT; RO; RS; RU; SC; SD; SE; SG; SK;
SL; SM; SV; SY; TJ; TM; TN; TR; TT; TZ;
UA; UG; US; UZ; VC; VN; ZA; ZM; ZW;

[EP] AT; BE; BG; CH; CY; CZ; DE; DK; EE; ES;
FI; FR; GB; GR; HR; HU; IE; IS; IT; LT;
LU; LV; MC; MT; NL; NO; PL; PT; RO; SE;
SI; SK; TR;

[OA] BF; BJ; CF; CG; CI; CM; GA; GN; GQ; GW;
ML; MR; NE; SN; TD; TG;

[AP] BW; GH; GM; KE; LS; MW; MZ; NA; SD; SL;
SZ; TZ; UG; ZM; ZW;

[EA] AM; AZ; BY; KG; KZ; MD; RU; TJ; TM;

Publication Language: English

Filing Language: English

Fulltext word count: 4794

Detailed Description:

...Upon completion of the performance of all required notes indicated in Figure 4B, a numerical **score** may be generated by game user **integrity** measure module 114. This **score** may include a game user **integrity** measure for distinguishing between human game user 120 and software script 124. For example, +10 **points** may be received for every **correctly** played note, whether predetermined or

dynamically generated at the time of performance. However, -50 points... one or more dynamic performance events inserted into a series of predetermined data events by **game server 102**, a **game user integrity** measure, such as a numerical **score**, may be generated to distinguish human game users from software or mechanical game playing devices...

29/3K/1 (Item 1 from file: 349) [Links](#)

Fulltext available through: [Order File History](#)

PCT FULLTEXT

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01542345

JOIN IN-PROGRESS ON-LINE GAME SESSION

PARTIE DE JEU EN LIGNE ACCEPTANT DE NOUVEAUX PARTICIPANTS PENDANT SON DEROULEMENT

JOIN IN-PROGRESS ON-LINE GAME SESSION

Patent Applicant/Patent Assignee:

• **MICROSOFT CORPORATION**

One Microsoft Way, Redmond, Washington 98052-6399; US; US (Residence); US (Nationality);
(For all designated states except: US)

Inventor(s):

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• **HANSEN Johan Peter**

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• **BORTNIK Michal**

One Microsoft Way\$Redmond, Washington 98052-6399; US; (Designated for all)

• **JEN James**

One Microsoft Way\$Redmond, Washington 98052-6399; US; (Designated for all)

• **O'KELLEY Patrick W**

One Microsoft Way\$Redmond, Washington 98052-6399; US; (Designated for all)

• **...Designated for all)**

• **BORTNIK Michal**

	Country	Number	Kind	Date
Patent	WO	200787078	A2-A3	20070802
Application	WO	2006US49642		20061229
Priorities	US	2006335953		20060120

Designated States: (All protection types applied unless otherwise stated - for applications 2004+)

AE; AG; AL; AM; AT; AU; AZ; BA; BB; BG;
 BR; BW; BY; BZ; CA; CH; CN; CO; CR; CU;
 CZ; DE; DK; DM; DZ; EC; EE; EG; ES; FI;
 GB; GD; GE; GH; GM; GT; HN; HR; HU; ID;
 IL; IN; IS; JP; KE; KG; KM; KN; KP; KR;
 KZ; LA; LC; LK; LR; LS; LT; LU; LV; LY;
 MA; MD; MG; MK; MN; MW; MX; MY; MZ; NA;
 NG; NI; NO; NZ; OM; PG; PH; PL; PT; RO;
 RS; RU; SC; SD; SE; SG; SK; SL; SM; SV;
 SY; TJ; TM; TN; TR; TT; TZ; UA; UG; US;
 UZ; VC; VN; ZA; ZM; ZW;

[EP] AT; BE; BG; CH; CY; CZ; DE; DK; EE; ES;
 FI; FR; GB; GR; HU; IE; IS; IT; LT; LU;
 LV; MC; NL; PL; PT; RO; SE; SI; SK; TR;

[OA] BF; BJ; CF; CG; CI; CM; GA; GN; GQ; GW;
 ML; MR; NE; SN; TD; TG;

[AP] BW; GH; GM; KE; LS; MW; MZ; NA; SD; SL;
 SZ; TZ; UG; ZM; ZW;

[EA] AM; AZ; BY; KG; KZ; MD; RU; TJ; TM;

International Patent Classes (Version 8/R)

IPC	Level	Value	Position	Status	Version	Action	Source	Office
G06Q-0030/00...								

Publication Language: English

Filing Language: English

Fulltext word count: 8054

English Abstract:

A computer-based, **multi-player, on-line, game** session is capable of being **joined** while the session is in progress without requiring an invitation from the host of the game session. A **player** can **join** the game session via a set of **User** Interfaces (UIs) provided by the gaming system. The **player** is not required to contact the host prior to **joining** the game session. A game session is joinable if slots are available for additional players, the host has not declared the game session private, the **player** requesting to **join** the game session is not currently in the game session, and parental controls have not be set preventing the **player** from **joining** the game session.

~~Non- Patent Literature Abstracts

[File 2] **INSPEC** 1898-2008/Oct W4

(c) 2008 Institution of Electrical Engineers. All rights reserved.

[File 35] **Dissertation Abs Online** 1861-2008/Feb

(c) 2008 ProQuest Info&Learning. All rights reserved.

[File 65] **Inside Conferences** 1993-2008/Nov 20

(c) 2008 BLDSC all rts. reserv. All rights reserved.

[File 99] **Wilson Appl. Sci & Tech Abs** 1983-2008/Oct

(c) 2008 The HW Wilson Co. All rights reserved.

[File 474] **New York Times Abs** 1969-2008/Nov 23

(c) 2008 The New York Times. All rights reserved.

[File 256] **TecInfoSource** 82-2008/Apr

(c) 2008 Info.Sources Inc. All rights reserved.

[File 475] **Wall Street Journal Abs** 1973-2008/Nov 23

(c) 2008 The New York Times. All rights reserved.

[File 583] **Gale Group Globalbase(TM)** 1986-2002/Dec 13

(c) 2002 Gale/Cengage. All rights reserved.

**File 583: This file is no longer updating as of 12-13-2002.*

; d s

Set	Items	Description
S1	6982	S (ONLINE OR ON()LINE OR INTERNET OR NETWORK??? OR SERVER? ? OR LAN OR MULTIPLAY?? OR MULTI???()PLAYER? ?) (5N) (GAME? ? OR GAMING)
S2	268	S (USER? ? OR PLAYER? ? OR GAMER? ? OR MEMBER? ? OR PERSON OR COMPETITOR? ? OR CONTESTANT? ? OR PARTICIPANT? ? OR CUSTOMER? ?) (10N) (REGISTRATION OR REGISTER? OR MEMBER? ? OR ENROL? OR JOIN??? OR ENLIST? OR SIGNUP OR SIGNON OR SIGN???() (UP OR ON OR IN) OR SUBSCRI?)
S3	91	S (COMPAR??? OR ANALYZ??? OR CONTRAST??? OR CORRELAT??? OR EXAMIN??? OR INSPECT??? OR MATCH??? OR SCRUTINIZ??? OR WEIGH??? OR JUDG??? OR ASSESS??? OR MONITOR??? OR TRACK??? OR EVALUAT??? OR ARBITRAT? OR RECONCIL???) (5N) (RESULT? ? OR OUTCOME? ? OR SCORE? ? OR AFTERMATH OR CONCLUSION? ?)
S4	55	S (DETERMIN??? OR DECLAR??? OR JUDG??? OR JUDGMENT? ? OR ACKNOWLEDG??? OR AFFIRM??? OR ANNOUNC??? OR CERTIFY??? OR CONFIRM??? OR PROCLAIM??? OR PRONOUNC??? OR RENDER??? OR STAT??? OR VALIDAT???) (5N) (RESULT? ? OR OUTCOME?

? OR SCORE? ? OR WINNER? ? OR WON OR PREVAIL??? OR CHAMP OR CHAMPION? ? OR CONQUEROR? ? OR PRIZEWINNER? ? OR VICTOR? ?)

S5 213 S (DETERMIN??? OR LOOK??? OR SEE OR FIGUR??? OR CALCULAT??? OR ANALYZ??? OR EXAMIN??? OR INSPECT??? OR SCRUTINIZ??? OR JUDG??? OR EVALUAT??? OR RESOLV??? OR ESTABLISH??? OR ASCERTAIN??? OR ASSESS??? OR CATCH??? OR CHECK??? OR DETECT??? OR FIND??? OR IDENTIF??? OR SEARCH??? OR DISCERN??? OR DISCOVER??? OR RECONCIL???) (10N) (INCONSISTENC??? OR DISAGREEMENT? ? OR DISAGREE OR DISSIMILARITY OR DISPARITY OR VARIANCE OR DEVIATION? ? OR DIFFERENCE? ? OR DISCREPANC? OR PROBLEM? ? OR CHEAT???))

S6 39 S (TRUST OR CONFIDENCE OR HONEST? ? OR INTEGRITY OR RELIAB? OR TRUTHFUL OR TRUSTWORTH? OR RELIAB? OR POSITIVE OR REPUTATION OR SPORTSMANSHIP OR (GOOD OR BAD)()SPORT) (10N) (RATE? ? OR RATING? ? OR RANK??? OR SCORE? ? OR SCORING OR INDEX OR LEVEL OR STATUS OR CLASS?? OR CLASSIFICATION OR VALUATION OR ASSESS? OR DETERMIN? OR EVALUAT? OR JUDG? OR VALUING OR WEIGHT??? OR SCALE OR SCALES OR VOTE OR VOTES OR POINTS OR FEEDBACK)

S7 23 S (UPDAT? OR UP()DAT??? OR CORRECT??? OR REVIS??? OR EMEND? OR AMEND? OR RECTIF? OR REPLACE? OR REPLACING OR ENHANC??? OR EDIT?? OR CHANGE? ?) (10N) (RATE? ? OR RATING? ? OR RANK??? OR SCORE? ? OR SCORING OR VALUATION OR POINTS)

S8 39 S ARBITRATION OR ARBITRAT? ? OR RESOLV???

S9 0 S AU=(CHEN, L OR CHEN L OR CHEN (1N) (L OR LING OR TONY) OR COURAGE, M OR COURAGE M OR COURAGE (1N) (M OR MIKE OR MICHAEL) OR BORTNIK, M? OR BORTNIK M? OR BORTNIK (1N) (M OR MICHAL))

S10 268 S S1 AND S2

S11 8 S S10 AND S3

S12 8 RD (unique items)

S13 55 S S1 AND S4

S14 6 S S13 AND S5

S15 6 S S14 NOT S12

S16 213 S S1 AND S5

S17 6 S S16 AND S6

S18 5 S S17 NOT (S12 OR S15)

S19 4 RD (unique items)

S20 10 S S10 AND (S4 OR S5 OR S6 OR S7 OR S8)

S21 9 S S20 NOT (S12 OR S15 OR S19)

S22 9 RD (unique items)

S23 5 S S8 AND SERVER? ?

S24 39 S S1 AND S8

S25 39 RD (unique items)

S26 13 S S25 AND (S3 OR S4 OR S5 OR S6)

S27 9 S S26 NOT (S12 OR S15 OR S19 OR S23)

S28 9 RD (unique items)

12/5/1 (Item 1 from file: 2) [Links](#)

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11183139

Title: Empirical study of subjective quality for massive multiplayer games

Author Ries, M.; Svoboda, P.; Rupp, M.

Author Affiliation: Inst. of Commun. & Radio-Freq., Vienna Univ. of Technol., Vienna, Austria

Conference Title: 2008 International Conference on Systems, Signals and Image Processing (IWSSIP) p. 181-4

Publisher: IEEE , Piscataway, NJ, USA

Publication Date: June 2008 **Country of Publication:** USA

ISBN: 978-80-227-2856-0 **Material Identity Number:** YXA8-1901-708

Conference Title: 2008 International Conference on Systems, Signals and Image Processing (IWSSIP)

Conference Date: 25-28 June 2008 **Conference Location:** Bratislava, Slovakia

Item Identifier (DOI): [10.1109/IWSSIP.2008.4604397](https://doi.org/10.1109/IWSSIP.2008.4604397)

Language: English **Document Type:** Conference Paper (PA)

Treatment: Practical (P)

Abstract: Online gaming is a member of the real time interactive multimedia services. This service suffers from all impairments on the networking layer that increase the latency, respectively the responsiveness. The quality of service (QoS) of online gaming is becoming an important issue due to a massive increase of online games (Half-life, War-craft) with a significant player community. The purpose of this project is to investigate the impact of network impairments (delay, jitter) on the perceived QoS. We hereby focus on massively multiplayer online games (MMOG), due to their amount of active users and their popularity. The initial step is to develop a test setup for subjective quality evaluation for MMOG games. The final outcome of this paper is to propose a QoS metric for online gaming. (16 Refs)

Subfile: C

Descriptors: computer games; delays; interactive systems; jitter; multimedia computing; quality of service; real-time systems

Identifiers: massive multiplayer games; online gaming; real time interactive multimedia services; quality of service; Half-life; War-craft; network impairments; delay; jitter; subjective quality evaluation

Class Codes: C7830D (Computer games); C6130M (Multimedia)

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12/5/2 (Item 2 from file: 2) [Links](#)

Fulltext available through: [STIC Full Text Retrieval Options](#)

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11027912

Title: Constructing multi-player quantum games from non-factorizable joint probabilities

Author Iqbal, A.; Taksu Cheon

Author Affiliation: Kochi Univ. of Technol., Kochi, Japan

Journal: Proceedings of the SPIE - The International Society for Optical Engineering **Conference**

Title: Proc. SPIE - Int. Soc. Opt. Eng. (USA) vol.6802 p. 68020A-1-9

Publisher: SPIE - The International Society for Optical Engineering ,

Publication Date: 21 Dec. 2007 **Country of Publication:** USA

CODEN: PSISDG **ISSN:** 0277-786X

Material Identity Number: AY54-2008-600

Conference Title: Complex Systems II

Conference Date: 5 Dec. 2007 **Conference Location:** Canberra, ACT, Australia

Item Identifier (DOI): [10.1117/12.774374](https://doi.org/10.1117/12.774374)

Language: English **Document Type:** Conference Paper (PA); Journal Paper (JP)

Treatment: Theoretical (T)

Abstract: We use the standard three-party Einstein-Podolsky-Rosen (EPR) setting in order to play general three-player non-cooperative symmetric games. We analyze how the peculiar non-factorizable joint probabilities that may emerge in the EPR setting can change outcome of the game. Our setup requires that the quantum game attains classical interpretation for factorizable **joint** probabilities. We analyze the generalized three-**player** game of Prisoner's dilemma (PD) and show that the players can indeed escape from the classical outcome of the game because of non-factorizable **joint** probabilities. This **result** for three- **player** PD **contrasts** strikingly with our earlier **result** for two-**player** PD for which even non-factorizable **joint** probabilities are not found to be helpful to escape from the classical outcome of the game. (6 Refs)

Subfile: A B C

Descriptors: game theory

Identifiers: **multi-player** quantum **games**; nonfactorizable joint probabilities; three-party Einstein-Podolsky-Rosen; three-player noncooperative symmetric games; Prisoner dilemma

Class Codes: A0250 (Probability theory, stochastic processes, and statistics); B0240E (Game theory); C1140E (Game theory)

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12/5/3 (Item 3 from file: 2) [Links](#)

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09520204 **INSPEC Abstract Number:** C2005-09-6150N-154

Title: Distributed scalable multi-player online game servers on peer-to-peer networks

Author Iimura, T.; Hazeyama, H.; Kadobayashi, Y.

Author Affiliation: Graduate Sch. of Inf. Sci., Nara Inst. of Sci. & Technol., Japan

Journal: Transactions of the Information Processing Society of Japan vol.46, no.2 p. 376-91

Publisher: Inf. Process. Soc. Japan ,

Publication Date: Feb. 2005 **Country of Publication:** Japan

CODEN: JSGRD5 **ISSN:** 0387-5806

SICI: 0387-5806(200502)46:2L;376:DSMP;1-K

Material Identity Number: T205-2005-004

Language: Japanese **Document Type:** Journal Paper (JP)

Treatment: Practical (P)

Abstract: Today's **multi-player online games** (MOGs) are challenged by infrastructure requirements because of their server-centric nature. Peer-to-peer overlay networks are an interesting alternative if they can implement the set of functions that are traditionally performed by centric **game servers**. In this paper, we propose a zoned federation model (ZFM) to adapt MOGs to peer-to-peer overlay networks. We also introduce the concept of zone and zone owner to MOGs. A zone is some

part of the whole game world, and a zone owner is a **game server** of a specific zone. According to the demands of the game program, each node actively changes its role to a zone owner. By dividing the whole game world into several zones, workloads of the centric **game server** can be distributed to a federation of zones. In order to reduce response latency overhead on data exchanges between a zone owner and its clients, we limit the use of a distributed hash table (DHT) to the rendezvous point of each zone; actual data exchanges are carried out through direct TCP connection between a zone owner and its **members**. We also use the DHT as backup storage media to cope with the resignation of a zone owner. We have implemented this zoned federation model as a middle layer between the game program and the DHT, and we evaluate our implementation with a prototypical **multi-player game**. **Evaluation results** indicate that our approach enables game creators to design scalable MOGs on the peer-to-peer environment with a short response latency which is acceptable for MOGs. (25 Refs)

Subfile: C

Descriptors: computer games; distributed processing; network servers; peer-to-peer computing; table lookup; transport protocols

Identifiers: distributed scalable **multiplayer online game servers**; peer-to-peer networks; peer-to-peer overlay networks; zoned federation model; game program; response latency overhead; data exchange; distributed hash table; TCP connection; backup storage media; zone owner; peer-to-peer environment

Class Codes: C6150N (Distributed systems software); C7830D (Computer games); C5620 (Computer networks and techniques); C5640 (Protocols)

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^12/5/5 (Item 5 from file: 2) [Links](#)

Fulltext available through: [STIC Full Text Retrieval Options](#)
INSPEC

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09237739 **INSPEC Abstract Number:** C2005-02-6130S-165

Title: LeaSel: a highly secure scalable multicast model

Author Blessing, E.R.; Uthariaraj, R.V.

Author Affiliation: Ramanujan Comput. Centre, Anna Univ., Chennai, India

Journal: WSEAS Transactions on Computers vol.2, no.2 p. 349-54

Publisher: WSEAS ,

Publication Date: April 2003 **Country of Publication:** Greece

ISSN: 1109-2750

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Material Identity Number: I389-2004-002

Language: English **Document Type:** Journal Paper (JP)

Treatment: Practical (P)

Abstract: Multicast is an Internet service that provides efficient delivery of data from a single source to multiple recipients. The emerging multicast applications like teleconferencing, distributed interactive simulation, **online network games**, **online** education etc. require secure techniques for group **member** authentication, group membership control, key generation and distribution and data transfer. And they are controlled and monitored by one or more dedicated controllers. When these controllers are attacked and compromised, the whole of the multicast service is affected and interrupted. In this paper, the security level of different multicast models viz. centralized model, distributed subgroup model, and the recently proposed LeaSel model are examined and **analyzed**.

The mathematical and experimental **results** show that it is very difficult to break the LeaSel model thereby proving that LeaSel is highly secure when compared to other approaches. (15 Refs)

Subfile: C

Descriptors: authorisation; Internet; multicast communication; telecommunication security
Identifiers: LeaSel; multicast model; Internet; Web service; data delivery; teleconferencing; distributed interactive simulation; **online network games**; online education; group **member** authentication; group membership control; key generation; multicast service

Class Codes: C6130S (Data security); C6150N (Distributed systems software); C7210N (Information networks)

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12/5/6 (Item 1 from file: 35) [Links](#)

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02304743 ORDER NO: AADAA-I3311948

Service assurance in insecure networks with Byzantine adversaries

Author: Rabinovich, Paul

Degree: Ph.D.

Year: 2008

Corporate Source/Institution: George Mason University (0883)

Adviser: Robert Simon

Source: Volume 6904B of Dissertations Abstracts International.

PAGE 2426 . 203 PAGES

Descriptors: COMPUTER SCIENCE

Descriptor Codes: 0984

ISBN: 978-0-549-61204-9

This dissertation describes research into security threats in new communication environments and methods to counter them. More specifically, we consider networks where some nodes perform an important application function such as routing, filtering, aggregation, etc., and may become compromised while doing so.

We consider three types of networks: Internet-scale publish/subscribe networks, aggregating sensor **networks**, and peer-to-peer massively **multiplayer online games** (MMOG) and virtual environments. These environments are complementary to each other in many respects. A publish/subscribe network is responsible for disseminating data objects produced by one set of nodes (publishers) to another set of nodes (subscribers). Subscribers want to receive those and only those objects that satisfy their interests. A large-scale publish/subscribe network using many network providers, each under its own administrative control, presents numerous opportunities for mischief. In many cases the network providers will not trust one another and will not be fully trusted by the end users. A malicious network provider may insert, delete, modify, reorder, misdirect, or delay messages, and remain undetected. The first topic of our research is how to assure service integrity in such networks if some of the intermediate nodes may attack the system in an arbitrary fashion.

We solve the problem by creating filtering agents corresponding to **user subscriptions**, and mapping these agents to either hosts from trusted providers or to clusters of hosts taken from multiple non-trusted providers. As a whole, each cluster can be trusted since only a relatively small number of providers are assumed to be malicious.

A sensor network is a network connecting hundreds or thousands of sensors, tiny battery-powered

computers equipped with units measuring some physical phenomena (e.g., light intensity, temperature, humidity, ambient chemical composition, etc.) and wireless radio transceivers. We study aggregating sensor networks that do not fully propagate raw measurements to their users but rather perform in-network aggregation with the intent of lowering the total amount of transmitted data thus preserving bandwidth and energy. As sensor networks are frequently placed in hostile environments (for instance, in military applications) it is important to devise mechanisms guaranteeing integrity of their service under attack, and their survivability. In this dissertation we discuss CoDeX, a collect-detect-exclude framework for secure aggregation in sensor networks. Our approach to solving the problem is based on the fact that many physical phenomena exhibit strong spatial correlation. Sensor nodes can take advantage of the broadcast nature of radio transmissions, receive measurements from their neighbors, and **compare** them with their own **results**. If the values significantly differ, the fact can be reported to the user (the "collect" phase). If a node is a subject of many such reports, it is, probably, compromised (the "detect" phase) and should be removed from the network (the "exclude" phase). We complement this approach with the use of randomized delivery (aggregation) trees, cryptography, and repeated aggregation of the same data in different configurations.

Peer-to-peer massively **multiplayer online games** and virtual environments pose challenges similar to those in the other two types of networks: all three lack centralized control and run autonomously. Like pub-sub networks, P2P-based MMOGs may span the Internet and contain thousands and, potentially, hundreds of thousands of nodes. Like sensor networks, these systems almost completely rely on end nodes for providing infrastructure services. Unfortunately, most games do not provide sufficient safeguards against cheating and fraud perpetrated by the players. We developed FRAPPE, an architecture that significantly reduces this vulnerability by forming trusted "supernodes" out of non-trusted peer machines, employing authentication, confidentiality and pseudonymity services, using secret sharing and other secure multiparty computation techniques, and constructing anonymizing tunnels to hide identities of communicating parties. We also introduce a useful primitive, called local broadcast with verification (LBV), used to solicit services of peers in a particular neighborhood and subsequently verify that the peers properly executed the protocol.

Using a combination of analysis and experimental results we demonstrate that all three approaches provide strong service assurance guarantees for their respective types of networks.

15/5/3 (Item 1 from file: 35) [Links](#)

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02140792 ORDER NO: AADAA-I3210212

Enhancing the reliability of medium access control level wireless multicast

Author: Shankar, Vikram

Degree: Ph.D.

Year: 2006

Corporate Source/Institution: Arizona State University (0010)

Adviser: Sandeep Gupta

Source: Volume 6703B of Dissertations Abstracts International.

PAGE 1530 . 112 PAGES

Descriptors: COMPUTER SCIENCE

Descriptor Codes: 0984

ISBN: 978-0-542-59081-8

Increasing proliferation of wireless networks and their group-based applications such as **multiplayer gaming** and smart classroom has motivated research in reliable medium access (MAC) level multicast protocols. Existing Automatic Repeat Request (ARQ) based reliable MAC multicast protocols address different characteristics of wireless communication and differ in their throughput-efficiency and scalability. In order to understand the limits of throughput (delay) efficiency attainable by such protocols, this dissertation presents results of a comprehensive theoretical, analytical, and simulative study which explores the fundamental tradeoff between reliability and throughput (delay) taking into account media characteristics---including its broadcast nature, distance-dependent error, and multicast hidden terminal problem (MHTP). Additionally, reliable multicast protocols must deal with Feedback Implosion Problem (FIP) and the problem of increase in probability of transmission error with group size.

This research first theoretically **analyzes** common solutions to these **problems** under the assumption that only collisions cause packet corruption. It is proven that MHTP is prevented throughput-optimally only when each member of a group blocks its one-hop neighbor. A busy tone mechanism to implement optimal-blocking is proposed. Further, it is shown that some throughput-efficient FIP solutions are not reliable. Finally, retransmission error probability is reduced by prohibiting members that receive a packet correctly from successive retransmissions of that packet.

Tradeoffs between reliability, throughput and delay are investigated through analysis and modeling. The error assumption is relaxed to include packet corruption due to channel noise. It is shown that a single protocol configuration is not suitable for both delay- and loss-tolerant applications. The models allow the prediction of throughput efficiency and delay for a desired level of reliability.

Three protocols to meet various application requirements of throughput and reliability are proposed. The Improved Leader Based Protocol supports high-throughput traffic. The Tone Based Protocol is more reliable; its novel method of using channel state information for feedback makes it scalable. Multi-channel Multicast Feedback Protocol **confirms** data delivery to individual members.

Results from simulations using an error model that includes distance between stations, interference, capture, and mobility are provided to characterize the performance benefits of the proposed protocols in comparison to existing protocols.

19/5/1 (Item 1 from file: 2) [Links](#)

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10486243

Title: Detecting cheaters for multiplayer games: theory, design and implementation

Author Yeung, S.F.; Lui, J.C.S.; Jiangchuan Liu; Yan, J.

Author Affiliation: Dept. of Comput. Sci. & Eng., Chinese Univ. of Hong Kong, China

Conference Title: 2007 4th IEEE Consumer Communications and Networking Conference (IEEE Cat No. 07EX1539) p. 5 pp.

Publisher: IEEE , Piscataway, NJ, USA

Publication Date: 2007 **Country of Publication:** USA CD-ROM pp.

ISBN: 1 4244 0666 8 **Material Identity Number:** XX-2007-00736

U.S. Copyright Clearance Center Code: 1-4244-0666-8/07/\$25.00

Conference Title: 2007 4th IEEE Consumer Communications and Networking Conference

Conference Date: 11-13 Jan. 2007 **Conference Location:** Las Vegas, NV, USA

Language: English **Document Type:** Conference Paper (PA)

Treatment: Practical (P); Theoretical (T); Experimental (X)

Abstract: Massively **multiplayer game** holds a huge market in the digital entertainment industry. Companies invest heavily in the game and graphics development since a successful **online game** can attract million of users, and this translates to a huge investment payoff. However, **multiplayer online game** is also subjected to various forms of hacks and cheats. Hackers can alter the graphic rendering to reveal information otherwise be hidden in a normal game, or cheaters can use software robot to play the game automatically and gain an unfair advantage. Currently, some popular **online games** release software patches or incorporate anti-**cheating** software to **detect** known **cheats**. This not only creates deployment difficulty but new **cheats** will still be able to breach the normal game logic until software patches are available. Moreover, the anti-cheating software themselves are also vulnerable to hacks. In this paper, we propose a scalable and efficient method to **detect** whether a player is **cheating** or not. The methodology is based on the dynamic Bayesian network approach. The detection framework relies solely on the game states and runs in the **game server** only. Therefore it is invulnerable to hacks and it is a much more deployable solution. To demonstrate the effectiveness of the propose method, we implement a prototype **multiplayer game** system and to **detect** whether a player is using the "aiming robot" for **cheating** or not. Experiments show that not only we can effectively **detect cheaters**, but the false **positive rate** is extremely low. We believe the proposed methodology and the prototype system provide a first step toward a systematic study of **cheating detection** and security research in the area of **online multiplayer games**. (8 Refs)

Subfile: C

Descriptors: belief networks; computer games; entertainment; software agents

Identifiers: **cheater detection; multiplayer game;** digital entertainment industry; **online game;** software robot; dynamic Bayesian network approach

Class Codes: C7830D (Computer games); C6170K (Knowledge engineering techniques)

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22/5/1 (Item 1 from file: 2) [Links](#)

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10831694

Title: Multiple-representation online learning system that incorporates the game of Monopoly

Author Yuan-Chen Liu; Kuo-Tai Tang; Tzu-Hua Huang; Yi-Chun Chien; Sue-Chun Chen

Author Affiliation: Nat. Taipei Univ. of Educ., Taipei, Taiwan

Conference Title: 2007 37th Annual Frontiers in Education Conference - Global Engineering: Knowledge Without Borders, Opportunities Without Passports p. 5-9

Publisher: IEEE , Piscataway, NJ, USA

Publication Date: 10-13 Oct. 2007 **Country of Publication:** USA

ISBN: 978-1-4244-1083-5 **Material Identity Number:** YXA8-1900-396

Conference Title: 2007 37th Annual Frontiers in Education Conference - Global Engineering: Knowledge Without Borders, Opportunities Without Passports

Conference Date: 10-13 Oct. 2007 **Conference Location:** Milwaukee, WI, USA

Language: English **Document Type:** Conference Paper (PA)

Treatment: Practical (P); Theoretical (T)

Abstract: Representation refers to "the process in which an external substance is represented by a more abstract or symbolized approach." Representation conversion ability is one of the important factors that affect mathematic learning and problem-solving performance. Intensification or rectification of these abilities helps students acquire basic mathematic concepts. In other word, when a student is able to express the same mathematic concept through various representation forms or to

freely convert the same representation into different forms, it means the student has thoroughly understood the mathematic concept. Therefore, the main purpose of this study is to develop a gaming learning system and explore students' learning interest and condition after they use the system. The game is played after the manner of Monopoly. The target place is determined randomly by the point of the dice. When the student gets to the target place, the system will guide the student into different test screens. The feature of this gaming learning system is that it integrates multiple representations and cooperative learning. The system selects equivalent fractions as test units. The test screen divides the window of the same test group into 2 sub-screens and presents the same fraction question through different iconic representations. During the test, students are allowed to discuss with one another and observe team **members'** answers. After an answer is given, the system will immediately give feedbacks via symbols or word representations. Research outcomes indicate over 80% of the students give **positive evaluation** of the system's operational method and screen presentation. They also believe the system can significantly enhance students' learning interest. Most students are willing to continue to play this kind of game after school. In other word, they are not against practicing through this gaming learning system during after-school hours. (21 Refs)

Subfile: C

Descriptors: computer aided instruction; educational courses; game theory; mathematics

Identifiers: multiple-representation online learning system; Monopoly game; representation conversion ability; mathematic learning; problem-solving; gaming learning system; cooperative learning

Class Codes: C7810C (Computer-aided instruction); C1140E (Game theory)

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22/5/3 (Item 3 from file: 2) [Links](#)

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08667441 **INSPEC Abstract Number:** B2003-08-6150M-010, C2003-08-5640-007

Title: Semantically reliable multicast: definition, implementation, and performance evaluation

Author Pereira, J.; Rodrigues, L.; Oliveira, R.

Journal: IEEE Transactions on Computers vol.52, no.2 p. 150-65

Publisher: IEEE ,

Publication Date: Feb. 2003 **Country of Publication:** USA

CODEN: ITCOB4 **ISSN:** 0018-9340

SICI: 0018-9340(200302)52:2L;150:SRMD;1-L

Material Identity Number: I071-2003-002

U.S. Copyright Clearance Center Code: 0018-9340/03/\$17.00

Language: English **Document Type:** Journal Paper (JP)

Treatment: Practical (P)

Abstract: Semantic reliability is a novel correctness criterion for multicast protocols based on the concept of message obsolescence: A message becomes obsolete when its content or purpose is superseded by a subsequent message. By exploiting obsolescence, a reliable multicast protocol may drop irrelevant messages to find additional buffer space for new messages. This makes the multicast protocol more resilient to transient performance perturbations of group **members**, thus improving throughput stability. This paper describes our experience in developing a suite of semantically reliable protocols. It summarizes the motivation, definition, and algorithmic issues and presents performance figures obtained with a running implementation. The data obtained experimentally is

compared with analytic and simulation models. This comparison allows us to confirm the validity of these models and the usefulness of the approach. Finally, the paper reports the application of our prototype to distributed **multiplayer games**. (37 Refs)

Subfile: B C

Descriptors: multicast protocols; software performance evaluation; software reliability

Identifiers: semantically reliable multicast; performance evaluation; correctness criterion; multicast protocols; message obsolescence; irrelevant message dropping; irrelevant message abandonment; buffer space; transient performance perturbations; group **members** ; throughput stability; distributed **multiplayer games**

Class Codes: B6150M (Protocols); C5640 (Protocols); C6110B (Software engineering techniques)

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^22/5/5 (Item 2 from file: 35) [Links](#)

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01939083 ORDER NO: AADAA-I0805163

Computational models of trust and reputation: Agents, evolutionary games, and social networks

Author: Mui, Lik

Degree: Ph.D.

Year: 2003

Corporate Source/Institution: Massachusetts Institute of Technology (0753)

Supervisor: Peter Szolovits

Source: Volume 6403B of Dissertations Abstracts International.

PAGE 1339 .

Descriptors: COMPUTER SCIENCE ; ENGINEERING, SYSTEM SCIENCE ; SOCIOLOGY, GENERAL

Descriptor Codes: 0984; 0790; 0626

Many recent studies of trust and **reputation** are made in the context of commercial **reputation** or **rating** systems for online communities. Most of these systems have been constructed without a formal rating model or much regard for our sociological understanding of these concepts.

We first provide a critical overview of the state of research on trust and **reputation**. We then propose a formal quantitative model for the **rating** process. Based on this model, we formulate two personalized **rating** schemes and demonstrate their effectiveness at inferring **trust** experimentally using a simulated dataset and a real world movie-**rating** dataset. Our experiments show that the popular global rating scheme widely used in commercial electronic communities is inferior to our personalized rating schemes when sufficient ratings among **members** are available. The level of sufficiency is then discussed. In comparison with other models of reputation, we quantitatively show that our framework provides significantly better estimations of **reputation**. "Better" is discussed with respect to a **rating** process and specific games as defined in this work.

Secondly, we propose a mathematical framework for modeling trust and reputation that is rooted in findings from the social sciences. In particular, our framework makes explicit the importance of social information (i.e., indirect channels of inference) in aiding **members** of a social network choose whom they want to partner with or to avoid. Rating systems that make use of such indirect channels of inference are necessarily personalized in nature, catering to the individual context of the **rater**.

Finally, we have extended our **trust** and **reputation** framework toward addressing a fundamental

problem for social science and biology: evolution of cooperation. We show that by providing an indirect inference mechanism for the propagation of trust and reputation, cooperation among selfish agents can be explained for a set of game theoretic simulations. For these simulations in particular, our proposal is shown to have provided more cooperative agent communities than existing schemes are able to. (Copies available exclusively from MIT Libraries, Rm. 14-0551, Cambridge, MA 02139-4307. Ph. 617-253-5668; Fax 617-253-1690.)

28/5/2 (Item 2 from file: 2) [Links](#)

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10463792

Title: UbiSettlers - a dynamically adapting mobile P2P multiplayer game for hybrid networks

Author Hiedels, C.; Hoff, C.; Rothkugel, S.; Wehling, U.

Author Affiliation: Fac. of Sci., Technol., & Commun., Luxembourg Univ., Luxembourg

Conference Title: 2007 IEEE International Conference on Pervasive Computing and Communications Workshops p. 5 pp.

Publisher: IEEE Computer Society , Los Alamitos, CA, USA

Publication Date: 2007 **Country of Publication:** USA CD-ROM pp.

ISBN: 0 7695 2788 4 **Material Identity Number:** XX-2007-00570

U.S. Copyright Clearance Center Code: 0-7695-2788-4/07/\$20.00

Conference Title: 2007 IEEE International Conference on Pervasive Computing and Communications Workshops

Conference Date: 19-23 March 2007 **Conference Location:** White Plains, NY, USA

Language: English **Document Type:** Conference Paper (PA)

Treatment: Practical (P)

Abstract: UbiSettlers is a prototype of a mobile **multiplayer game** for hybrid **networks** running on real hardware. It uses dynamic adaptation and topology control mechanisms to deal with problems inherent to ad hoc and wireless infrastructured networks. In particular, a globally consistent view on the game's state is not mandatory. This is facilitated by **resolving inconsistencies** through appropriate integration into the semantics of the game itself. In addition to that, we focus also on network feedback to integrate changing **network** topologies into the **game**. Moreover, stimulating cooperation is another major facet of the game design and implementation. (14 Refs)

Subfile: B C

Descriptors: ad hoc networks; computer games; mobile computing; mobile radio; peer-to-peer computing; telecommunication network topology

Identifiers: UbiSettlers; mobile P2P **multiplayer game**; hybrid networks; dynamic adaptation; wireless infrastructured networks; ad hoc networks; network feedback; network topology

Class Codes: B6250F (Mobile radio systems); B6210L (Computer communications); B6150P (Communication network design, planning and routing); C5620 (Computer networks and techniques); C7830D (Computer games)

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28/5/9 (Item 1 from file: 583) [Links](#)

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09825201

Next-generation services have yet to fit the bill

World: Data service charge quandary for pre-paid users
Financial Times (FT) 17 Jul 2002 Telecoms p.VI

Language: ENGLISH

Mobile phone companies are in a pickle regarding the charging of pre-paid customers for next generation mobile services, especially as around 60% of the world's mobile phone users are on a pre-paid system. Rolling out 3G services to pre-paid users would help drive demand but would also require additional spending to develop billing systems that charge users for the services they use in an appropriate manner. Issues that need to be addressed include determining how tariffs work, with all in one fees and charges by the megabyte currently in use. Charging by the megabyte would require pre-paid billing systems to determine whether a user has enough credits to send a message, although this could hamper demand for **online games** played on mobile phones. The **problem** could possibly be **resolved** by mobile operators introducing two accounts, one for conventional mobile services and a second for next generation services. Users could also use the second account to perform m-commerce via their handset.

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Event: Marketing Procedures (24); Market & Industry News (60);

Country: United Kingdom (4UK);

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S36	19	RD (unique items)
S37	104898	S S1 AND S2
S38	2223	S S37 AND S3
S39	753	S S38 AND S4
S40	96	S S39 AND S5
S41	46	S S40 AND S6
S42	19	S S41 AND S7
S43	6	S S42 AND S8
S44	5	RD (unique items)
S45	14	S S42 NOT S44
S46	13	RD (unique items)

14/3,K/1 (Item 1 from file: 148) Links

Gale Group Trade & Industry DB

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0019711560 **Supplier Number:** 53283241 (USE FORMAT 7 OR 9 FOR FULL TEXT)

-X-STREAM NETWORK: X-Stream provides a travel portal in conjunction with Microsoft & Associated New Media.

M2 Presswire , NA

Nov 30 , 1998

Language: English

Record Type: Fulltext

Word Count: 1080 **Line Count:** 00088

Text:

...uk, X-Stream Central at <http://www.x-stream.co.uk> and The X-Stream **Games Network** at <http://www.x-stream.gamesnetwork.com> Note to Editors: MSN is Microsoft's umbrella...

...for life, is accessible from anywhere in the world and now has 905,000 web **users** in the UK alone. -- MSN Internet Access: a **subscription** service offering integrated Internet access, an email account and community services. New subscribers are eligible...

14/3,K/2 (Item 1 from file: 20) Links

Dialog Global Reporter

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55780194

888 Holdings plc - Final Results

AFX CNF

April 30, 2007

Journal Code: WCNF **Language:** English **Record Type:** FULLTEXT

Word Count: 18073

-

...Group aims to develop programmes with a broader global reach. The aim is also to **judge results** not just by the input but also by outcomes: the difference the Group makes to...

...environment. In addition to the day to day commercial risks faced by most enterprises the **online gaming** industry presents particular risks of which regulatory and compliance risks are highlighted in the review below. Regulatory and Compliance Review The regulatory framework of **online gaming** in different countries around the world

remains as dynamic and rapidly evolving as ever. While some jurisdictions have moved to curtail the activities of **online gaming** sites, others are currently contemplating liberalisation and regulation of the industry. The Board notes that there are significant risks, unique to the **online gaming** industry, including from past activity in the US where customers of 888 generated in 2006...

...and support a www.rileyspoker.com website which will be promoted by Rileys to their **members**. This deal provides the blueprint for future online expansion via business partnerships with a carefully...

...key part of our 2007 marketing plan includes The Max, our state of the art **Members** Club, which will give **customers** an improved membership experience. The club will have simple, "airline-like" 4-tier membership levels, innovative tangible prizes, quicker points accumulation to the higher-tier **members** and many additional features important to our **customers**. The Max will be soft-launched mid year. Effective and efficient organisation In March 2007...

14/3,K/3 (Item 2 from file: 20) [Links](#)
Dialog Global Reporter
(c) 2008 Dialog. All rights reserved.
51171920 (USE FORMAT 7 OR 9 FOR FULLTEXT)
ROTH New York Conference 2006 Presenter Profiles

BUSINESS WIRE
September 01, 2006
Journal Code: WBWE **Language:** English **Record Type:** FULLTEXT
Word Count: 13114
(USE FORMAT 7 OR 9 FOR FULLTEXT)

...focuses on the play of poker's leading stars. WPT also operates a real-money **online gaming** website, www.wptonline.com, which prohibits wagers from players in the U.S. and other...

18/3,K/4 (Item 3 from file: 20) [Links](#)
Dialog Global Reporter
(c) 2008 Dialog. All rights reserved.
51105583 (USE FORMAT 7 OR 9 FOR FULLTEXT)
Q2 2006 SHANDA INTERACTIVE ENTMT LTD Earnings Conference Call - Part 1

FAIR DISCLOSURE WIRE

August 15, 2006

Journal Code: WFDW **Language:** English **Record Type:** FULLTEXT

Word Count: 4597

-

...in Q2 came from our OEM partners and China Netcom. So far the number of **users** that have **registered** on our EZ Center platforms has reached approximately 84,000 out of the total 186...

23/3,K/5 (Item 5 from file: 20) [Links](#)

Dialog Global Reporter

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62929940 (USE FORMAT 7 OR 9 FOR FULLTEXT)

Q4 2007 SHANDA INTERACTIVE ENTMT LTD Earnings Conference Call - Part 1

FAIR DISCLOSURE WIRE

February 25, 2008

Journal Code: WFDW **Language:** English **Record Type:** FULLTEXT

Word Count: 4616

-

...mentioned. We have attracted over 600,000 applicants for only 10,000 accounts and the **feedback** was extremely **positive**. And we're trying -- we are working to tune the game a little bit more...

23/3,K/13 (Item 13 from file: 20) [Links](#)

Dialog Global Reporter

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34899068 (USE FORMAT 7 OR 9 FOR FULLTEXT)

EarthLink Partners With Synacor to Launch EarthLink Premium Sports

PR NEWSWIRE (US)

April 08, 2004

Journal Code: WPRU **Language:** English **Record Type:** FULLTEXT

Word Count: 957

(USE FORMAT 7 OR 9 FOR FULLTEXT)

...with \$50,000,000 in play money and make up to six trades each week - **Reliable scoring** with official **updates** every morning - Over \$100,000 in prizes
SportingNews.com Ultimate Fantasy Source Baseball and Football...

23/3,K/20 (Item 20 from file: 20) [Links](#)

Dialog Global Reporter

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13647927

Business Update

YOMIURI SHIMBUN/DAILY YOMIURI

November 07, 2000

Journal Code: FYOM **Language:** English **Record Type:** FULLTEXT

Word Count: 947

-

...Pacific Century CyberWorks. Harada will redirect Jaleco's business to focus on the development of **network gaming** and **games** targeted for broadband wireless platforms. FOODS A new attraction, called "Mission: Refreshment," was added to...

23/3,K/21 (Item 21 from file: 20) [Links](#)

Dialog Global Reporter

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02808108

Portal Announces Infranet IPT; Portal Delivers Flexible, Scalable Customer Management and Billing System for the Real-Time Creation and Management of IP Telephony Services

BUSINESS WIRE

September 14, 1998

Journal Code: WBWE **Language:** English **Record Type:** FULLTEXT

Word Count: 1055

-

...virtual private networks (VPNs); other consumer and business services such as content management, Web hosting, **online gaming** and entertainment. Portal's customers include leading Internet

25/3,K/1 (Item 1 from file: 148) [Links](#)

Gale Group Trade & Industry DB

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0021556265 **Supplier Number:** 155750457 (USE FORMAT 7 OR 9 FOR FULL TEXT)

Gaming Corp to sell casino arm.(Betting & Gaming News)

Leisure Report , 48 , 7(1)

Dec , 2006

Language: English

Record Type: Fulltext

Word Count: 215 **Line Count:** 00020

Text:

...the business, which incorporates the www.casino.co.uk brand, because it believes the recent **changes** in US regulations are "extremely **positive** for the **valuation** of the website and its mobile gaming operation".

25/3,K/3 (Item 1 from file: 9) [Links](#)

Business & Industry(R)

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04126904 Supplier Number: 155750457 (USE FORMAT 7 OR 9 FOR FULLTEXT)

Gaming Corp to sell casino arm.

(Betting & Gaming News)

Leisure Report , n 48 , p 7

December 2006

Document Type: Journal (United Kingdom)

Language: English **Record Type:** Fulltext

Word Count: 197

TEXT:

Gaming Corporation, the **online** conglomerate, announced it is seeking a buyer for its **online** and mobile **gaming** business. The company is looking to sell the business, which incorporates the www.casino.co.uk brand, because it believes the recent **changes** in US regulations are "extremely **positive** for the **valuation** of the website and its mobile gaming operation".

25/3,K/9 (Item 6 from file: 20) [Links](#)

Dialog Global Reporter

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38257572 (USE FORMAT 7 OR 9 FOR FULLTEXT)

RF Micro Devices, Inc. at Banc of America 34th Annual Investment Conference - Final

FAIR DISCLOSURE WIRE

September 23, 2004

Journal Code: WFDW **Language:** English **Record Type:** FULLTEXT

Word Count: 4511

-

...the company. Bluetooth, we are making progress in terms of achieving breakeven on Bluetooth. Wireless **LAN**, we've got the **gaming** devices beginning to ramp as we speak. Gallium nitride, we'll be sampling gallium nitride...

27/3,K/1 (Item 1 from file: 20) Links
Dialog Global Reporter
(c) 2008 Dialog. All rights reserved.
51534551 (USE FORMAT 7 OR 9 FOR FULLTEXT)
All-night warriors

Christy Little
KRTBN KNIGHT-RIDDER TRIBUNE BUSINESS NEWS - JOURNAL-WORLD - LAWRENCE,
September 19, 2006
Journal Code: KJWD **Language:** English **Record Type:** FULLTEXT
Word Count: 753
(USE FORMAT 7 OR 9 FOR FULLTEXT)

...seen families haggle over the issue, too.
"Games like 'World of Warcraft' present the standard **problem** you **see** with any excessive behavior, whether it's drug, sex or rock 'n roll," he says...
...should be doing, it's not such a good thing."
But Crenshaw also sees some **positive points** to **LAN games**.
"The good side of it, as I understand it, is it makes you work as...

33/3,K/1 (Item 1 from file: 16) Links
Gale Group PROMT(R)
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06700902 **Supplier Number:** 56028632 (USE FORMAT 7 FOR FULLTEXT)

On-line gambling technology good bet for e-tax collection.(Industry Trend or Event)
Nye, Sheridan
CommunicationsWeek International , p 28
Sept 20 , 1999
Language: English **Record Type:** Fulltext
Document Type: Tabloid ; Trade
Word Count: 991
Supplier Number: (USE FORMAT 7 FOR FULLTEXT)

Text:

Verification technology used in on-line gambling in the United States may help to **resolve** the problem of how to tax on-line transactions.

...that some states theoretically also tax downloadable applications, and some might even extend tax to **on-line** electronic **games**.

"E-commerce could create a whole new set of **winners** and losers," **acknowledged** ACEC **member**, Stan Sokul. However, Sokul maintains that some politicians are adopting "a protectionist attitude" in public...

36/3,K/1 (Item 1 from file: 16) [Links](#)

Gale Group PROMT(R)

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11664936 **Supplier Number: 125411575 (USE FORMAT 7 FOR FULLTEXT)**

WorldWinner(TM) Forms Alliance with WildTangent; Leaders in Online Games to Create Cash Competitions in Polar Bowler and Blackhawk Striker 2.

PR Newswire , p NA

Nov 29 , 2004

Language: English **Record Type:** Fulltext

Document Type: Newswire ; Trade

Word Count: 578

-

...2005.

About WorldWinner, Inc.

WorldWinner (<http://www.worldwinner.com/>) is the leading global provider of **online games** for cash and prizes, where the **outcome** of each competition is **determined** by the **player's** skill. With nearly 14 million **registered players** internationally, WorldWinner hosts more than four million tournaments and awards millions of dollars in prizes...

36/3,K/5 (Item 5 from file: 16) [Links](#)

Gale Group PROMT(R)

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11093447 **Supplier Number: 114598227 (USE FORMAT 7 FOR FULLTEXT)**

6th Annual Independent Games Festival Presents Top Honors; Savage: The Battle for Newerth Named Winner of 'Open' Category; Oasis Takes 'Web/Downloadable' Games.

PR Newswire , p NA

March 25 , 2004

Language: English **Record Type:** Fulltext

Document Type: Newswire ; Trade

Word Count: 538

-

...take risks to advance the art of making games."

Cartoon Network and America Online also **announced** the **winner** of Project Goldmaster. Flashbang Studios has been selected to design a **game** based on a Cartoon **Network** character. The making of the **game** can be followed by AOL **members** at AOL keyword: Project Goldmaster.

The IGF was established in 1998 by the CMP Game...

36/3,K/6 (Item 6 from file: 16) [Links](#)

Gale Group PROMT(R)

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11056839 **Supplier Number:** 113930975 (USE FORMAT 7 FOR FULLTEXT)

eNarratives Web-Based Software Turns Baseball Stats into Stories.

PR Newswire , p NA

March 5 , 2004

Language: English **Record Type:** Fulltext

Document Type: Newswire ; Trade

Word Count: 429

-

...from the stats without a reporter's attendance at games. Coaches and parents can enter **scores** and **game stats** on the **Internet** for free.

Registered users input a baseball game's statistics onto the e-narratives.com website and SportsWriter, immediately...

36/3,K/8 (Item 8 from file: 16) [Links](#)

Gale Group PROMT(R)

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06116370 **Supplier Number:** 53720345 (USE FORMAT 7 FOR FULLTEXT)

Bezerk And WON.net Join Forces to Bring Players the Best Entertainment Experience on the Web.

Business Wire , p 1317

Feb 8 , 1999

Language: English **Record Type:** Fulltext

Document Type: Newswire ; Trade

Word Count: 592

-

...Codie Awards and Bezerk is a Webby Award nominee for Best Humor web site. The **winners** of both awards will be **announced** next month. In addition, Bezerk passed the milestone of its 1 millionth **registered player** in January.

The World Opponent Network, <http://www.won.net>, is a free **online gaming** environment launched in April of 1998. WON.net offers a comprehensive variety of online games...

36/3,K/14 (Item 5 from file: 20) [Links](#)

Dialog Global Reporter

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36592380 (USE FORMAT 7 OR 9 FOR FULLTEXT)

Take your game to a new level ..BY: By Lee Khee Gan ..LD: PENTIUM IV 3.0GHz processor, 512Mb DDR RAM, graphics accelerator with 128Mb memory, 17-inch flatscreen monitor, optical mouse and force-feedback joystick - to the uninitiated, this might sound like

NEW STRAITS TIMES (MALAYSIA)

September 19, 2003

Journal Code: FNST **Language:** English **Record Type:** FULLTEXT

Word Count: 664

(USE FORMAT 7 OR 9 FOR FULLTEXT)

...III: Frozen Throne expansion pack.

In the next phase of the competition, the Warcry team **members** battled it out with each other in the **multiplayer** Warcraft III **game** to **determine** the **winner** of the ultimate prize: an Intel Pentium IV 3.0GHz gaming personal computer. After an...

44/3,K/1 (Item 1 from file: 15) [Links](#)

ABI/Inform(R)

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03304303 1381338711

PART 3: SYSTEMIC RISK IN ECOLOGY AND ENGINEERING

Anonymous

Text:

...of systemic risk than do economists. Using these data to conduct retrospective analyses of system **problems**, engineers have been able to **identify** and remove some sources of failure (for example, in aircraft). Similarly, epidemiologists and public health...

...of differential equations), intensive simulations, data-driven analyses, and even experiments in the effort to **resolve** this issue, and a similar multifaceted effort might be needed to provide policymakers with insights...having withstood continental drift, meteor extinctions, climate fluctuations, and the introduction or evolution of new **members**. Those that survive show some remarkable constancy in structure that may persist for hundreds of...

...Critical Infrastructure Protection, Haimes and his colleagues used HHM as the foundation of an adaptive **multiplayer game**. Four teams, each with a very different perspective, were assembled in 2005 to develop separate...

...problem most often encountered is that the results are not sufficiently transparent to merit high **confidence**.

Another study of large-**scale** risk undertaken by Haimes and his colleagues explored the regional and national economic effects of...

...different perspectives, producing a broader picture. In all these risk analyses, Haimes and his colleagues **assessed** the expected value of **outcomes** but supplemented that assessment with other information because expected values can be insufficient indicators of...

...the event of local failures or threats of failure. In any situation subject to rapid **changes**, completely centralized control requires multiple, high-data-**rate**, two-way communication links, a powerful central computing facility, and a sophisticated operations control center...of a hypothetical major blackout similar to the August 1996 blackout in the western United **States**. The simulation **results** he displayed captured the steady decay in frequency from 60 hertz to less than 58...

...a storm has become more likely.

Reinhart also noted that, in a simple economic model, **positive**

feedback can be destabilizing. But if one introduces an asset that is priced in a forward-looking manner, **positive feedback** is a mechanism for selecting a unique equilibrium. In those same models, negative feedback introduces...

...we are approaching a precipice. But the unfolding of market disruptions is affected greatly by **confidence**, herding, and other behaviors that are not mirrored in risk **assessments** for complex engineered systems. Other questions include, How do we overcome the robustness of undesirable...

...results are not sufficiently transparent to merit high confidence.

In any situation subject to rapid **changes**, completely centralized control requires multiple, high-data-**rate**, two-way communication links, a powerful central computing facility, and a sophisticated operations control center...

46/3,K/13 (Item 1 from file: 9) [Links](#)

Business & Industry(R)

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04106627 Supplier Number: 153625304 (USE FORMAT 7 OR 9 FOR FULLTEXT)

Online auctions enabling the secondary computer market.

Information Technology and Management , v 7 , n 3 , p 213

September 2006

Document Type: Journal

Language: English **Record Type:** Fulltext

Word Count: 13565 (USE FORMAT 7 OR 9 FOR FULLTEXT)

TEXT:

...various uses of computers drive demand for computer performance. These include sophisticated data analysis, playing **games**, word processing and **Internet** access, to name only a few. Thus, some users desire, and are willing to pay...

...prices when there is only one bidder and that reservation prices raise winning bids; seller **reputation** impacts price, especially negative **feedback**; and longer auctions generate more revenue. Similarly, Snir (28) finds support for auction theory with...the (S + 1)st highest values from the pool of participating bidders. When an additional **participant joins** an auction he impacts the results of the auction only if his value is higher than the (S + 1)st highest values in the **participant** pool before he **joined**. There is some positive probability of this occurring, hence increased participation

increases prices. It is...from Equation (4). The direct effect of increasing supply is somewhat tempered when adding the **rank** order variable. The **change** is expected because these explanatory variables are highly correlated. The **rank** order variable gets higher values on days when more laptops are offered.

Completing the analysis...

...dealers behave identically, the Chow test indicates that there is a significant difference in the **results** between individuals and dealers (**F-stat** = 2.17, p-value < 0.001). However, the economic significance of these **differences** is minor. **Inspecting** the regression **results** indicates that the previous conclusions regarding the hypotheses developed in Section 3 hold for this...

...reseller can offer more attractive configurations when participation is high, increasing profit on desired products.

Analyzing the empirical **results** it is evident that the marketplace values better configurations. For all variables under study: Operating..

~~Non- Patent Literature Full -Text cont.

[File 994] NewsRoom 2005

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[File 995] NewsRoom 2004

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[File 996] NewsRoom 2000-2003

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; d s
Set      Items  Description
S1       3808   S JN=FINANCIAL TIMES
S2              0   S (ONLINE OR ON()LINE OR INTERNET OR NETWORK???
OR SERVER? ? OR LAN OR MULTIPLAY?? OR MULTI???()PLAYER? ?) (5N)
(GAME? ? OR GAMING)
S3       377    S (USER? ? OR PLAYER? ? OR GAMER? ? OR MEMBER? ?
OR PERSON OR COMPETITOR? ? OR CONTESTANT? ? OR PARTICIPANT? ? OR
CUSTOMER? ?) (10N) (REGISTRATION OR REGISTER? OR MEMBER? ? OR
ENROL? OR JOIN??? OR ENLIST? OR SIGNUP OR SIGNON OR SIGN???() (UP
OR ON OR IN) OR SUBSCRI?)
S4       23     S (COMPAR??? OR ANALYZ??? OR CONTRAST??? OR
CORRELAT??? OR EXAMIN??? OR INSPECT??? OR MATCH??? OR
SCRUTINIZ??? OR WEIGH??? OR JUDG??? OR ASSESS??? OR MONITOR???
OR TRACK??? OR EVALUAT??? OR ARBITRAT? OR RECONCIL???) (5N)
(RESULT? ? OR OUTCOME? ? OR SCORE? ? OR AFTERMATH OR CONCLUSION?
?)
S5       37     S (DETERMIN??? OR DECLAR??? OR JUDG??? OR
JUDGMENT? ? OR ACKNOWLEDG??? OR AFFIRM??? OR ANNOUNC??? OR
CERTIFY??? OR CONFIRM??? OR PROCLAIM??? OR PRONOUNC??? OR
RENDER??? OR STAT??? OR VALIDAT???) (5N) (RESULT? ? OR OUTCOME?
? OR SCORE? ? OR WINNER? ? OR WON OR PREVAIL??? OR CHAMP OR
CHAMPION? ? OR CONQUEROR? ? OR PRIZEWINNER? ? OR VICTOR? ?)
S6       63     S (DETERMIN??? OR LOOK??? OR SEE OR FIGUR??? OR
CALCULAT??? OR ANALYZ??? OR EXAMIN??? OR INSPECT??? OR
SCRUTINIZ??? OR JUDG??? OR EVALUAT??? OR RESOLV??? OR
ESTABLISH??? OR ASCERTAIN??? OR ASSESS??? OR CATCH??? OR
CHECK??? OR DETECT??? OR FIND??? OR IDENTIF??? OR SEARCH??? OR
DISCERN??? OR DISCOVER??? OR RECONCIL???) (10N) (INCONSISTENC???
OR DISAGREEMENT? ? OR DISAGREE OR DISSIMILARITY OR DISPARITY OR
VARIANCE OR DEVIATION? ? OR DIFFERENCE? ? OR DISCREPANC? OR
PROBLEM? ? OR CHEAT??? OR FALSE OR FAKE OR INTENTIONAL??)
S7       130    S (TRUST OR CONFIDENCE OR HONEST? ? OR INTEGRITY
OR RELIAB? OR TRUTHFUL OR TRUSTWORTH? OR RELIAB? OR POSITIVE OR
REPUTATION OR SPORTSMANSHIP OR (GOOD OR BAD)()SPORT) (10N)

```

(RATE? ? OR RATING? ? OR RANK??? OR SCORE? ? OR SCORING OR INDEX
OR LEVEL OR STATUS OR CLASS?? OR CLASSIFICATION OR VALUATION OR
ASSESS? OR DETERMIN? OR EVALUAT? OR JUDG? OR VALUING OR
WEIGHT??? OR SCALE OR SCALES OR VOTE OR VOTES OR POINTS OR
FEEDBACK)

S8 59 S (UPDAT? OR UP()DAT??? OR CORRECT??? OR
REVIS??? OR EMEND? OR AMEND? OR RECTIF? OR REPLACE? OR REPLACING
OR ENHANC??? OR EDIT?? OR CHANGE? ?) (10N) (RATE? ? OR RATING? ?
OR RANK??? OR SCORE? ? OR SCORING OR VALUATION OR POINTS)

S9 36 S ARBITRATION OR ARBITRAT? ? OR RESOLV???

S10 0 S AU=(CHEN, L OR CHEN L OR CHEN (1N) (L OR LING
OR TONY) OR COURAGE, M OR COURAGE M OR COURAGE (1N) (M OR MIKE
OR MICHAEL) OR BORTNIK, M? OR BORTNIK M? OR BORTNIK (1N) (M OR
MICHAL))

S11 4 S S3 AND S4

S12 6 S S7 AND S8

S13 1 S S12 (S) (S3 OR S4 OR S5 OR S6)

11/3,K/1 (Item 1 from file: 994) [Links](#)

NewsRoom 2005

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1072629633 17113YM0

Strategy Selection: Aub-advisory Uncovered - Commitment and a creative culture

Financial Times Mandate

Thursday , September 1, 2005

Journal Code: ABDG **Language:** English **Record Type:** Fulltext

Document Type: Magazine **ISSN:** 1466-2469

Word Count: 908

Text:

...major clients. As important is the number as well as the quality of the team **members**, as well as the systems they have at their disposal.

GSAM: In addition to the...

...luck or skill?

And finally, as I mentioned before, the objective regarding performance is to **judge** whether performance is a **result** of skill rather than luck. In doing so, we look at criteria such as patterns...

11/3,K/2 (Item 2 from file: 994) [Links](#)

NewsRoom 2005

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1009073991 16X22886

Special Report: Algorithmic Trading - trading costs can be shaved

Financial Times Mandate

Sunday , May 1, 2005

Journal Code: ABDG **Language:** English **Record Type:** Fulltext

Document Type: Magazine **ISSN:** N/A

Word Count: 1,185

Text:

The use of algorithmic trading systems can **result** in lower trading costs **compared** with alternative trading methods used by the buy-side, according to new research.

A survey...

...it is appropriate for them," says Alasdair Haynes, chief executive officer of ITG Europe, a **member** of the London Stock Exchange. "This is clearly an area of trading that is set...

11/3,K/3 (Item 1 from file: 995) [Links](#)

NewsRoom 2004

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0867573502 16N727SX

Strategy Selection: Portable Alpha - Globetrotting for higher returns

Financial Times Mandate

Sunday , August 1, 2004

Journal Code: ABDG **Language:** English **Record Type:** Fulltext

Document Type: Magazine **ISSN:** N/A

Word Count: 1,585

Text:

...bond benchmark and relax in the knowledge that these will meet the payment requirements for **members**. The bear market has left many pension funds with a shortfall between current assets and...

...and receive the return on the benchmark such as gilts, which would be a closer **match** to its liabilities. "The net **result** is a gilt return plus the equity alpha of the fund manager."

Axa Investment Managers...

11/3,K/4 (Item 1 from file: 996) [Links](#)

NewsRoom 2000-2003

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0610544821 16451CSN

Portfolio: Asset Allocation - Europe - RAC explores corporate bond world

Financial Times Mandate

Monday , March 24, 2003

Journal Code: ABDG **Language:** English **Record Type:** Fulltext

Document Type: Magazine

Word Count: 539

Text:

...funds and has adopted specialist teams to run portfolios.

"This encourages co-operation between team **members** and the sharing of ideas. The greatest benefit of this approach to our investors is...

...another challenging year for pension fund trustees. Difficult economic conditions have forced many to re-**evaluate** their investment strategies. As a **result**, trustees are increasingly looking to increase their exposure to fixed income assets."

Out of GBP30bn...

13/3,K/1 (Item 1 from file: 996) [Links](#)

NewsRoom 2000-2003

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0473064086 15VL1YLP

Mandate Research: Cash Management - Currency overlay - Exchange patterns undermine academic random walk theory

Financial Times Mandate

Monday , July 1, 2002

Journal Code: ABDG **Language:** English **Record Type:** Fulltext

Document Type: Magazine

Word Count: 839

Text:

...next move and profit from it. To do this, State Street Global Advisors measures serial **correlation** and calculates a **score** ranging between +100 per cent (a strong **positive** correlation) to -100 per cent (strong negative correlation).

The table above presents these values, calculated...

...example the US dollar /Australian dollar (shown in Figure 1), which demonstrates a consistent negative **correlation score** over almost the entire period.

However, others have experienced significant **changes**. An example of this can be seen in Figure 2, which shows the pound sterling...